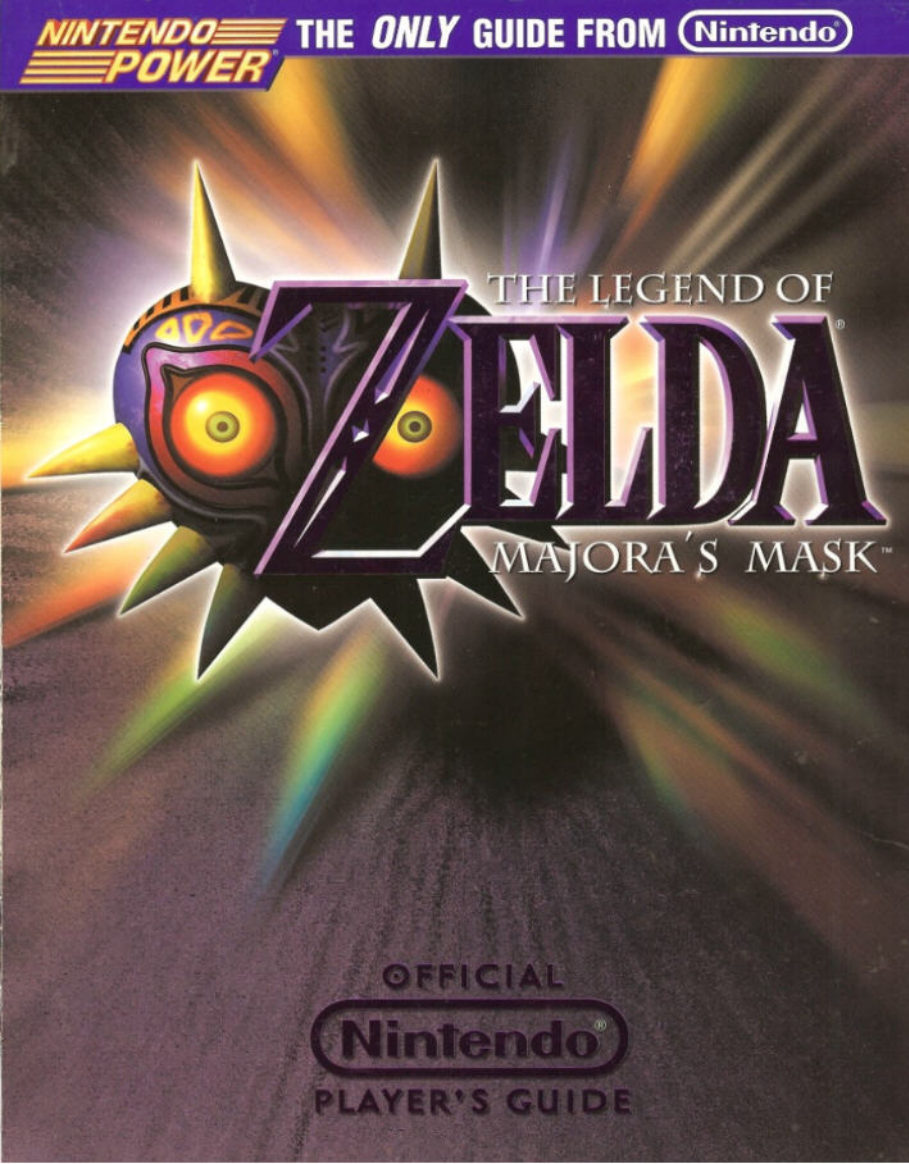
NINTENDO POWER THE *ONLY* GUIDE FROM Nintendo



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PLAYER'S GUIDE

OFFICIAL PLAYER'S GUIDE



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SHOOT FOR THE MOON

IN A PARALLEL WORLD, LINK MUST STOP THE MOON FROM PLUMMETING INTO CLOCK TOWN, A CITY WHERE TIME IS EVERYTHING. LINK HAS ONLY 72 HOURS TO PREVENT DISASTER AND TRACK DOWN THE SKULL KID WHO WEARS MAJORA'S MASK, THE EVIL RELIC THAT HAS DOOMED THE TOWN. WITH AN ARSENAL OF MAGICAL MASKS OF HIS OWN AND SOME TIME-TRAVELING KNOW-HOW, LINK WILL BE ABLE TO FACE OFF AGAINST EVIL.

THE TIME HAS COME. WITH THE INSIDER HELP FROM THE PROS AT NINTENDO, YOU'LL HAVE THE TIME OF YOUR LIFE.



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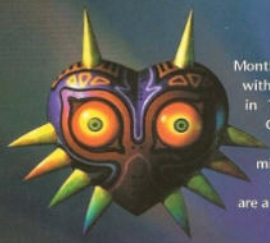
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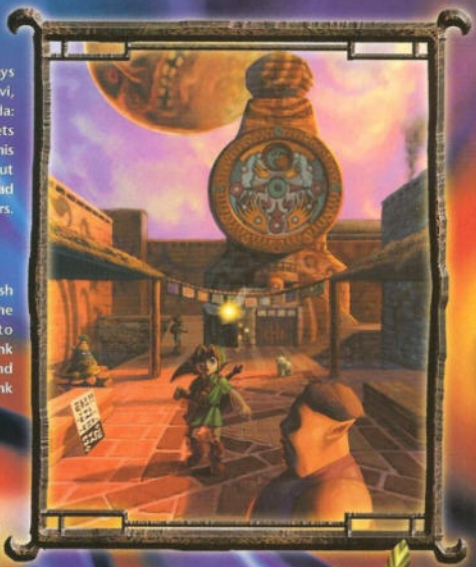
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A Moonlight Masquerade



Months after parting ways with his fairy sidekick, Navi, in The Legend of Zelda: Ocarina of Time, Link sets off to search for his missing companion. But what he finds instead are a pair of pixie pranksters.



The two fairies are the accomplices of the devilish Skull Kid, and the three of them ambush Link as he gallops his horse, Epona, out of Hyrule and into an uncharted region of the Lost Woods. When Link regains consciousness, he awakens to find Epona and his magical ocarina missing. Always quick to react, Link follows their trail.

But the Skull Kid is waiting for him...









Possessed and overcome by the evil power of the mask he stole from Hyrule's Happy Mask salesman, the Skull Kid jinxes Link and imprisons the boy within the body of a wooden, plantlike creature called a Deku Scrub.

Forced to cope with his strange, new form, Link the Deku Scrub must also deal with his newly forged alliance with Tatl, the feisty fairy partner of the Skull Kid. The fairy, carelessly abandoned by the Skull Kid who never thinks about how his actions affect others, reluctantly guides her new partner through a portal to a parallel world—a world where everyone is a stranger, yet each looks like the twin of someone Link has met in his homeworld of Hyrule.

The parallel world Link stumbles into is one built around a towering clock. Time is everything in busy Clock Town, and it matters even more in the bustling burg since the moon has begun to creep threateningly closer and closer to the town.

The shadow that the moon has blanketed the land with has cast a dark pall over its inhabitants. Everyone's personal life has taken a turn for the worse, and it's all because of the mischief spread by the Skull Kid wearing Majora's Mask and the influence his cursed guise has on the moon, the heavens, space and time. In three days, coinciding with the town's Carnival of Time, the moon will crash. Only Link, with his reputation as the Hero of Time, can save the doomed land of Clock Town.



The first to greet Link when he arrives in Clock Town is the Happy Mask salesman whom the Skull Kid robbed of Majora's Mask. The mysterious businessman strikes up a deal with the boy trapped in the Deku Scrub body: If Link can find his ocarina and use its power of time travel, the salesman will return Link to his original form. The Deku Scrub body will then become a mask that Link can don whenever he wants to assume his sylvan alter ego.

Link must right all the wrongs that the Skull Kid has caused, and to do it, he must find masks to assume the identities and powers of other characters. But three days of masquerading aren't enough to set things right. Using his ocarina, Link will have to relive the same three days again and again, changing the courses of people's crisscrossing lives until he can finally rid the land of evil and set the world back on the right track.

And if he's lucky...







...time will be on his side.

MASTERING THE MOVES

Knowledgeable and practiced players will be able to control Link's movement with the precision needed to get the job done. The Controller setup is complex but elegant, and you'll quickly master it with a bit of hands-on experience. You'll want every action to become second nature, so you're never frantically fumbling with the Controller when you should be battling. Grab your Controller, then get a firm grasp of the many moves and maneuvers of Link.

TAKE CONTROL

Almost every button on the Controller is used to manage some aspect of Link's action or abilities. Only the Control Pad is left out of the control scheme. Some buttons are used in conjunction with each other—the Z Button is often partnered with other buttons to great effect.



L BUTTON

Press the L Button to make the maps you've purchased appear (and disappear) on- (or off-) screen.

R BUTTON

The R Button controls Link's shield. Press and hold the R Button to block enemy attacks.



TOP C BUTTON

When Tatl's name appears in the top right of the screen, you can talk to her by pressing top C. At other times, top C allows you to see things from Link's perspective while he stands in one place.



OTHER C BUTTONS

The other C Buttons are used to access Link's items. Register the items on the pause screen to each of the three C Buttons to give Link easy access to them.



A BUTTON

SEE PAGE 8

B BUTTON

SEE PAGE 9

CONTROL STICK

SEE PAGE 7

Z BUTTON

Use the Z Button while battling to lock onto an enemy and focus your attacks on it. Z-Targeting also confines Link's movement to an orbit around the enemy, ensuring that Link's attacks are always aimed in the direction of the target. If you press top C while Z-Targeting, you can receive a clue from Tatl.

START BUTTON

Press Start to pause the game and enter the various menus. You can assign items to C Buttons, check ocarina songs, view maps, select masks and much more from the four menus that appear when the game is paused.







STICK TO IT

The Control Stick moves Link in whatever direction you push it, whether he's swimming, running or walking. There are a few things to remember about the Control Stick's simple actions.

WALK SLOWLY



You will probably run most of the time, but when caution is called for, it's best to push the Control Stick slightly in the direction you wish Link to move so that he walks instead.

RUN



Push the Control Stick firmly in any direction to make Link run. Ease the pressure on the Control Stick to slow his movement to a walk.

WALK SIDEWAYS

PRESS AND HOLD Z +



Press and hold Z, then push the Control Stick in any direction to make Link walk sideways. This is especially good when Link needs to sneak around.



JUMP

As Link travels, he will encounter areas where he'll have to jump. If you push the Control Stick in the proper direction so that Link is running, Link will automatically jump when the need arises.



SAFE LANDING

If you accidentally fall from a high place, push Up on the Control Stick as you land to roll into a safe landing.



SWIM

When Link is in water that's deep enough to float in, you can control the direction he paddles by pressing the Control Stick in the desired direction.



DIVE

A

Dive with the A Button, then use the Control Stick to maneuver Link in whatever direction you choose to swim underwater. Link will automatically resurface after a short time.

HORSE SENSE

Link's horsemanship relies on the A Button, mainly. After you summon the horse with Epona's Song, you can climb atop the steed to move very quickly through the fields. As with all motion, you control Epona's direction with the Control Stick, pushing it in whichever direction you wish to move.



CLIMB & DOWN

A



Stand close to Epona, then hit A when Climb appears in the A Button's symbol. Dismount from Epona by pressing A again.

RUN

Press and hold A to make Epona run. The carrot scale determines how fast you are going. Epona's full-out run is tiring, and it can't be sustained very long.



FASTER & JUMP

A

You have to go pretty fast to jump over fences. Press A repeatedly to feed speed-boosting carrots to your horse so that Epona can sail over obstacles.



A WHERE THE ACTION IS

The A Button is the action button, and you'll notice a blue icon at the top of the screen that displays the action or actions you can accomplish with the A Button at any time. It might seem confusing to learn that you use the same button to speak, throw, push, open, climb and check things, but it becomes very clear when each of the actions is available to you.

SPEAK



When you are near characters, you can speak to them by pressing A.

CHECK



When you're standing right next to a sign or poster, press A to read it.

GRAB, PUSH OR PULL

PRESS AND HOLD A + OR



Use A to grab larger objects, which can't be held aloft but can be pushed or pulled. Push the Control Stick forward to push, and away to pull.

GRAB, THROW

A THEN + A



When you need to throw an object, grab it with A, then push the Control Stick in the direction you'd like to throw it while pressing A again.

CLIMB & DOWN



When Link is near the bottom or top of a ladder or near a ledge press A to get into position, then press the Control Stick up or down to climb.

GRAB & DROP



If you are standing near an object that can be grabbed, Grab will appear in the blue icon. Press A to grab an object, and press A again to drop the object.

OPEN



If Link is standing near a door or other portal, press the A Button to open it.

DOWN



When Link is dangling from a ledge or scaling a wall or ledge, press A to drop down.



ROLL ATTACK

+ A



Push the Control Stick in the direction you wish to go, then press A to roll along the ground.

Z SPEAK

Z THEN A

Press the Z Button to target far-off, otherwise unreachable characters you'd like to speak to, then press A to speak to them.



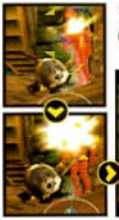
B LIVE BY THE SWORD

The B Button controls Link's sword attacks, sometimes with the help of the Z Button and the Control Stick. There are many ways to attack with Link's sword—if you stick to just one or two, you won't last long in battle and you'll waste time outside of battle.

SPIN ATTACK PRESS AND HOLD B THEN RELEASE
OR
QUICKLY ROTATE + B

SLICE B
OR
PRESS AND HOLD Z + + B





SPECIAL CUT B + B + B



When you hit the B Button three times in a row, Link will perform a combination of sorts, slashing in several directions and finishing with a confident slash.



The spin attack is helpful when Link is closely surrounded by enemies—or precious, gem-and-potion-hiding plants. If you press and hold B then release it when Link's sword starts to sparkle, it's easier to perform the spin attack, but swirling the Control Stick then pressing B is a bit faster.

CHOP Z + B OR + B



STAB Z + + B



GUARD & STAB R + B



Attack while protecting yourself by pressing and holding R to raise your shield, then pressing B intermittently to stab your enemy.

TARGETED ATTACKS

Some movements are very helpful if performed while Z-Targeting—but you can pull them off at any time you wish. The back flip and dodge attacks give Link much-needed mobility without breaking the Z-Targeting circle.

DODGE Z + + A



JUMP ATTACK Z + A



BACK FLIP Z + + A



For a jumping, overhead sword-slash attack, press and hold Z then hit A. The jump attack is powerful and fast.

Jump backward away from attacks by pressing and holding Z, pushing back on the Control Stick and pressing A.

Dodge attacks with a little side jump by pressing and holding Z, pushing Left or Right with the Control Stick and pressing A.

TRANSFORMATION MASKS

Link can assume the identity of a Deku Scrub, Goron and Zora. The three masks that enable him to slip into their bodies are special, magical masks that are very different from the 20 collectible Happy Masks he can find throughout his journey. With the transformation masks, Link will acquire a new look and everyone in the game will assume he's someone else. But more importantly, each of the transformation masks will give Link a new set of powers and abilities to master.



SHAPE-SHIFTING

When Link puts on one of the transformation masks, he's not really becoming a Deku Scrub, Goron or Zora. He's actually inhabiting the body of one of those characters. Each of the masks represents a character who met a tragic end and has unfinished business to settle. When Link comes across one such mask, he'll be able to take control of the character's body. As he masquerades as the nameless Deku Scrub, Darmani the Goron and Mikau the Zora, Link must vindicate the characters.



Every time Link dons one of the transformation masks, a cinema scene will roll showing his metamorphosis. To skip the scene, press A, B or any C Button.



DEKU MASK

The first form Link will be able to assume is the Deku Scrub. The tiniest of Link's alter egos, the Deku Scrub will prove to be a big help, since he's the only character who can fly and hop across poisoned water without getting harmed. Each character has its unique set of A and B Button commands. The Deku Scrub's appear below.



ATTACK PRESS (A)



The Deku Scrub's basic attack is the spin move. Hit A to twirl into an enemy-whacking whirlwind.

SHOOT PRESS (B)



If you have magic power, you can fire bubbles from your Deku snout. Press and hold B to blow a big bubble.



HOVER (ON A DEKU FLOWER)

PRESS AND HOLD (A)

To spring up into the air and hover across short distances, stand on a Deku Flower, then press and hold A to dive into the bud. Once a puff of pollen spews out of the flower, release A to launch yourself into the air.



WEAKNESS

The Deku Scrub is too short to climb over some ledges. And since his body is made of wood, the Deku Scrub cannot survive if he catches on fire.



WATER SKIP

Scrubs can skip across the surface of the water, but they can't swim. After five hops in a row, they'll sink. Make sure you're on dry land by then.





GORON MASK

In the northern mountains, Link will meet Darmani and save the Goron's homeland by trudging through the snowscape as the rock-eating hero. A big lug of a character, Darmani is brawny and slow. Use his brute force to clobber enemies and pound heavy switches into the ground.



ROCK & ROLL PRESS AND HOLD A THEN PRESS



Press and hold A to curl up, then press the Control Stick to roll. At maximum speed, you'll sprout spikes.

PUNCH PRESS B



Hit B once to punch. Hit B three times in a row to deal a one-two punch followed by a Goron slam.



WEAKNESS

Gorons can't climb or jump, and they sink like rocks. Never set foot in deep water as Darmani or you'll drown.





POUND

PRESS AND HOLD A THEN PRESS B

To pound the ground with Richter-rocking force, press and hold A to curl up, then hit B to plop onto the ground. Use your thumping power to open the Goron Shrine and activate heavy switches.



ZORA MASK

After Mikau, the guitarist, washes up on Great Bay Coast, Link will be able to assume the Zora's identity. Along with it come the abilities to breathe underwater, launch boomerang projectiles and shroud yourself in a magical force field. You'll also become the most athletic of Link's alter egos, and you'll be able to jump the farthest.



SWIM PRESS A



When Mikau's in water, press and hold A to swim and use the Stick to steer.

ZORA MAGIC FORCE FIELD SWIM + R OR PRESS AND HOLD R + B



If you're swimming, simply hit R to use your magical shield. When both feet are on the ground (in water or on land) press and hold R and B simultaneously.

WEAKNESS Like the Deku Scrub, Mikau can't withstand fire. If the Zora catches on fire, he's a fried fish.



DOUBLE CLUTTER

PRESS AND HOLD B THEN RELEASE

When grounded, press and hold B to ready your boomerang fins, then release the button to fire the projectiles. The attack doesn't use magic, and you'll never run out of ammo.

DIVE (IN WATER) PRESS B

SURFACE (IN WATER) PRESS A

ROLL (ON LAND) + PRESS A

ATTACK PRESS B

On land or the seafloor, hit B three times in a row for a triple dose of martial arts.



LINK'S INVENTORY

With a bevy of items that he can find and buy, Link will have the right tool for any situation that arises. To use one of his items, highlight it on the Select Item screen, then designate it to the left, bottom or right C Button. If you hit the assigned C Button, you'll put the item to use. Keep in mind that not all characters can handle all items. Only the characters in the portraits that accompany each of the items can use the goods.





OCARINA OF TIME



Playing a song will produce magical effects such as changing the flow of time or waking sleeping characters. For his magical serenades, Link plays the Ocarina of Time. If Link uses the ocarina while in one of his other forms, he'll produce a different instrument. The Deku Scrub will play the Deku Pipes, Darmani will beat on the bongos and Mikau will strum the guitar. Each character has a unique instrument, but they all work like the ocarina.







DEKU NUT



Upon impact, a chucked nut will emit a blinding flash that will stun anyone within range temporarily. As Link, you can throw the Deku Nut anytime. As the Deku Scrub, you must fly to use a Deku Nut. While airborne, you can drop it as a bomb.







DEKU STICK



Set a Deku Stick ablaze by touching it to a flame. You can use a lighted stick to ignite flammable things like braziers and spiderwebs. As long as you put the stick away (stand still and hit A) before it burns up, you can reuse it.





BOMB



Have a blast with a bomb. Place one by something you'd like to blow up, stop, then press the appropriate C Button. You can also throw the explosive by pressing the C Button while running. The bomb will be lit once you've hit C, so lose it before the short fuse burns down. You'll have a few seconds before your bomb goes boom.



Once you've bought the bomb bag from West Clock Town's Bomb Shop, you'll be able to buy, find and carry bombs.



Drop a bomb by things like rocks, snow boulders and cracked surfaces to blow them up.



BOMBCHU



If you have a bomb bag, you'll be able to carry a Bombchu, a mouselike, mobile bomb that scurries over ground and up walls. The wall-crawling, roving explosive has a long fuse and will keep traveling until it explodes. If you've Z-Targeted an item, the Bombchu will explode when it reaches it.





MAGIC BEANS



Throughout the land are square patches of soft soil. The spots are prime planting ground for magic beans, which grow into flying plants. Buy a pod of beans, then stand on a patch of soft soil. Plant the beans, then water them using bottled water. When the beans blossom into a plant, you can hop on top of it to ride the flying plant and reach new heights.



Plant magic beans in some soft soil, then water it with bottled water.



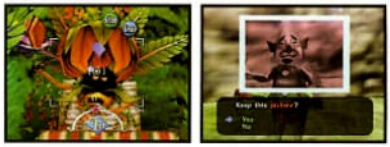
When the flying plant sprouts up, step onto it to hitch a ride. The plant shuttles back and forth between areas.



PICTOGRAPH BOX



The parallel world that Link explores is filled with picture-postcard scenery and photogenic characters. To snap pictures of them, get the pictograph box from the man at the Southern Swamp's Tourist Information hut. You can shoot and reshoot pictographs as often as you want, but you can save only one snapshot at a time.

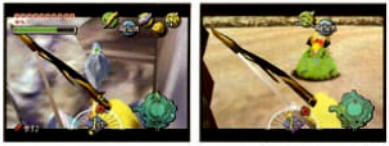




HERO'S BOW



To hit faraway targets, use the Hero's Bow. The long-range weapon requires arrows for ammunition, so buy or find them. Press the corresponding C Button to equip your bow and switch to first-person perspective. Use the Control Stick to aim, then press the bow's C Button to fire. If you Z-Target an enemy before equipping your bow, you'll be able to fire arrows at it while in normal, third-person view.



You can use the bow in first- or third-person view. In first-person view, you must aim manually. Third-person view kicks in if you've locked onto a target and you've equipped your bow.



Play the shooting gallery games in East Clock Town and the Southern Swamp. The prizes in the games include quivers that will allow you to carry more arrows.



FIRE ARROW

Rather than firing normal arrows, you can enchant the Hero's Bow so that it fires magic-using ammo like the Fire Arrow. Select the special ammo to fire the flaming projectile that can melt ice and ignite things like webs and unlit braziers. Once you run out of magic, your ammo will revert to the standard-issue arrow.







Whether you're using the special Fire Arrow or the basic, run-of-the-mill arrow, you'll be drawing from the same supply of ammo. The difference is that the Fire Arrow requires magic power and boasts hot properties.



ICE ARROW

Found in Great Bay Temple, the Ice Arrow will freeze upon impact. Since it can freeze enemies temporarily, you can use the Ice Arrow to keep enemies in one spot while you get in a few extra swings at them. You can also use the Ice Arrow to create stepping-stones by shooting it at a pool of water.







You can put enemies on ice and freeze water with the Ice Arrow. Water-based enemies like the Octorok and Blue Chuchu will freeze into blocks of ice when the Ice Arrow takes its toll on them.



LIGHT ARROW

Stone Tower Temple is shrouded in darkness. Lighten up the place with the magic arrow upgrade hidden within its walls. With the Light Arrow equipped, your bow will be able to fire a bright and devastating ray. Shed light on anything marked by a sun symbol, the telltale target placed on objects that require a little illumination.







LENS OF TRUTH

Seeing isn't always believing. Take a peek into what's really there and what isn't with the Lens of Truth. The magic-fueled prize from the Goron Village's Lone Peak Shrine reveals illusions and invisible secrets.





POWDER KEG

Once the Goron in the tunnel certifies you as a demolitions expert, you'll be able to use the Powder Keg. Only Gorons can heave the potent explosive, and you can keep only one in your inventory at a time. Use its incredible force to blast huge objects, such as boulders.







HOOKSHOT



Latch onto enemies and objects with the grappling weapon, the hookshot. When you hit your target, the hookshot will attach to it, and, depending on how heavy it is, you'll be able to reel it in or pull yourself over to it. The hookshot attaches to certain objects only, especially wooden objects such as trees and treasure chests.







Launch the hookshot at target pillars, scarecrows and other objects. The weapon has a limited range, so if the red aiming dot doesn't appear on your target, the hookshot's chain won't reach it.



GREAT FAIRY'S SWORD



The Great Fairies reward you when you return their 15 Stray Fairies to the Fairy's Fountain. The ultimate prize you'll win is the Great Fairy's Sword, the sharpest and longest of Link's blades. To wield the sword, you must hit the C Button you've assigned to it. If you hit B to slash, you'll use your normal sword.



The Great Fairy's Sword has the greatest reach of any sword, enabling you to fight from a safer distance and increasing your spin attack's radius.



The Great Fairy's Sword does more damage than your other swords, so brandish it for your duels.



BOTTLE



Many items, like health-replenishing fairies, potions, mushrooms, springwater, Poes and Zora Eggs, must be kept in a bottle if you want to transport them. To catch something in a bottle, assign the container to a C Button, then press it to snatch up whatever you want to store. Press C again to empty the bottle.





Bottled potions, fairies and mushrooms can help heal you, so you should always have plenty of bottles handy. To find all six of them, refer to page 133.







SPECIAL-PURPOSE ITEMS

Objects that appear on the vertical bar on the right side of the Select Item menu are special-purpose items. Included among them are the Moon's Tear, title deeds and room key. All of the special-purpose items are related to the game's elaborate trading sequences: finding Kafei and swapping titles with local Scrubs.



Special-purpose items are meant to be given to other characters, like the Deku Scrubs who try to sell you merchandise at their Deku Flower.



The items you receive while tracking Kafei also qualify as special-purpose items. If you give the goods to the right person, you'll inch one step closer to finding the missing person.

SURVIVING 72 HOURS

The three-day cycle that Link must relive over and over in the game takes getting used to at first. The 72-hour countdown begins once you reach Clock Town, the doomed city that will be crushed by the falling moon in three days. Link must do as much as he can during every three-day period before he travels back in time to fix more of what the Skull Kid has messed up. To most people, three days is like a good weekend. To Link, three days is anything but a holiday from hard work.

DAY-TO-DAY-TO-DAY LIVING

In three days, the moon will fall, so you must always play the Song of Time before your 72 hours are up. One hour of game time equals one minute of real time (you can slow down the game's clock by playing the Inverted Song of Time). The clock is always running, except during cinema scenes, when dialogue or information text is on screen and when you're looking at one of your Start Button menus. It's impossible to play the entire game without traveling back in time, so don't worry that all events will reset once you return to Day 1—the important thing is that you can carry crucial items across time.

Start

Your adventure is cyclical. After exploring dungeons and helping townsfolk over the course of three days, you'll return to Day 1 to explore more dungeons and help more townsfolk. As you find new items, you'll be able to bring some of them back to Day 1, helping you change fate even more.



You always start Day 1 in South Clock Town. As the hours tick by, spend your time exploring dungeons and helping townsfolk before doomsday arrives 72 game hours from the beginning.

	DUNGEONS	TOWNSFOLK	DOOMSDAY
1st Day			
2nd Day			
Final Day			
	You can devote up to 72 game hours at a time in each dungeon.	Some events span all three days, so you'll have to revisit them.	All the while, the moon continues to fall. Before it hits, warp back to Day 1.

Warp



Before doomsday arrives, play the Song of Time to warp back to Day 1.

Save



When you play the Song of Time, you'll save certain items to your inventory. If you let time run out, you'll wake up on Day 1, but you'll lose all items that you could have saved if you had played the melody.

End



If you don't play the Song of Time by the end of Day 3, the moon will crash.

SAVED OR LOST IN TIME?

When you play the Song of Time, you'll be able to bring only certain items with you on your trip back in time. Charted below are the items that will be saved or lost when you return to Day 1. The most important thing to remember is that once you've defeated a boss, you'll win its remains, which are contained in a mask. When you go back in time, the boss will reappear in its dungeon and the beast's evil effects on the realm will return, too. If you revisit its dungeon in hopes of reversing the effects, the boss's remains will allow you to bypass the completed dungeon and warp directly to the boss battle.



Whenever you return to Day 1, you'll have no ammunition. Blaze through Termina Field at the dawn of your three-day journey to stock up on the items you need.



Before you return to Day 1, deposit all of your Rupees in West Clock Town's bank, which permanently saves your earnings. To get rich quick, empty a treasure chest of its booty, deposit it in the bank, play the Song of Time, then repeat the process. You'll be able to find the Rupees in the chest again and again.

SAVED



Masks



C Button Items



Dungeon Maps, Compasses



Pieces of Heart



Ocarina Melodies (except for the Scarecrow's Song)

BOSS REMAINS



RUPEES IN THE BANK



MAPS FROM TINGLE



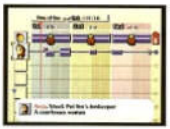
POWERS FROM THE GREAT FAIRY



ACTIVATED WARPS (OWL STATUES)



BOMBERS' NOTEBOOK PROGRESS



LOST



Small Keys, Boss Keys



Ammo & Supplies: Bombs, Arrows, Deka Nuts, Deka Sticks, Magic Beans, Bombchu, Powder Kegs



Stray Fairies



Rupees that you don't deposit in the bank will be lost when you return to Day 1. Store them in the bank before time traveling.



Any progress you've made in a dungeon will reset. If you have the boss's remains, you can skip the dungeon and fight the boss.



Characters whom you've helped will return to their original, troubled state.

SAVING YOUR PROGRESS

The owl statues located all over the world serve as warp points, and they also allow you to save your progress. If you need to shut off your game and would like to pick up exactly where you left off (rather than having to restart from Day 1), approach an owl statue. If you choose to save your progress, an owl face will appear by your game's file name. The next time you open the file, you'll resume from your save point. Always save before shutting off your game.





Making Every Second Count

Since you're on such a tight schedule, you'll have to make the most of your time. The parallel world you explore is a vast one, so learn the tricks for cutting down your travel time. By choosing the right mode of transportation, you'll be able to get to your destination in no time.



GORON

The fastest way to travel on land is as Darmani. By curling up into a ball, you'll be able to roll across the countryside faster than any other character's two feet could carry you. Just keep in mind that Gorons can't swim, so you'll have to be careful when cruising near water.



ZORA

Link can swim, but dog-paddling isn't going to get him anywhere fast. If you need to cross water quickly, do it as Mikau. Zoras are expert swimmers, and Mikau is the fastest character you can use in water.



SONG OF SOARING

To warp to an owl statue, play the Song of Soaring. You don't have to be standing in front of an owl statue for the song to work—you can play it anywhere. Plus, almost every owl statue that you warp to will have a health-replenishing fairy nearby. Chop down a bush or break a jar to find it.



EPONA

Your trusty steed travels with speed, and enemies can't harm you when you're on horseback. Play Epona's Song to call your ride. Your horse will come running to pick you up almost anywhere.



BUNNY HOOD

When you're traveling on foot as Link, wear the Bunny Hood. The mask you win from Grog at the Cucco Shack will enable you to run as quickly as a jackrabbit.

Manipulating Time

In addition to the Song of Time, you can change the passage of time with some other tricks. By playing the Song of Time backward (Inverted Song of Time), you'll be able to slow the pace of time. To jump ahead in time, play each note in the Song of Time twice in a row (Song of Double Time). You can also skip ahead by listening to the grandmother's stories in the Stock Pot Inn or dancing with the scarecrow.







Dance the night or day away with the scarecrow. If you agree to dance with it, you'll warp ahead to 6:00 a.m. or p.m., depending on which is sooner. Two-stepping with the strawman has the same effect as the Song of Double Time.

Secret Shakedown

Deep below the ground are caverns containing treasures, and many of the entrances to the grottoes are disguised. If you're clever, you'll be able to figure out where they are, but the easier solution is to plug a Rumble Pak into your Controller. If you're near a secret grotto, the Rumble Pak will shake. Locate the epicenter of the rumblings, then drop a bomb to blast your way into the hole.









TEMPLE ESSENTIALS

The Legend of Zelda: Majora's Mask features four main temples and a slew of minidungeons. When you're exploring any of them, you'll often come to a point when you think you are trapped or have hit a dead end. Unlocking the exit and finding your way out boils down to five basic strategies. Try them all if you get stuck in a jam.



WEAR A MASK

The adventure emphasizes masks, and their shape-shifting abilities may be your ticket out of an area. Each mask gives you different powers, and one of them might help you reach the exit.



SWITCH-HITTING

Switches often unlock exits or new areas. To activate a floor switch, you must step on it, weigh it down or Goron-pound it. To activate a crystal switch, hit it or shoot a projectile at it. To activate an eyeball switch, you must shoot it.



DEFEAT ALL ENEMIES

Some doors unlock and some treasure chests appear only after you've defeated all the enemies in the room. Never leave survivors or you could pass up a secret.



BLOCKS AND BLASTS

By pushing and pulling blocks, you can rearrange them so you can reach a new area. Bombs will also help you get to new places. Drop a bomb by cracked surfaces to blast your way in.



USE A DUNGEON ITEM

The point of exploring the various dungeons is to find a special item or new weapon. Once you find it, you'll probably need to use it to venture deeper into the area.

FIELD ESSENTIALS

Surviving the temples is one thing, but you'll also need to survive and navigate the areas that lead up to those dungeons. Getting through the connecting fields and overworld areas can be summed up in five main strategies. And as long as you familiarize yourself with the Field Essentials and Temple Essentials, you should be able to keep your adventures running right on schedule.



PLAY A SONG

Music has a magical effect on the things in Clock Town and its surrounding areas. Try playing a song (it's usually more effective if you play it as the character who learned it) to unlock things.



SURVEY YOUR SURROUNDINGS

If you're wondering how you can get from point A to point B, hit the top C Button. Doing so will switch the perspective to first-person view, which might make it easier for you to spot things that are easily overlooked.



DAY AND NIGHT

Always on the go, Link is adventuring around the clock. Different things happen during the day and during the night, so make sure you visit areas both when the sun is up and when the stars are out.



WEAR A MASK

The magic masks—the Deku Mask, Goron Mask and Zora Mask—will help you a lot while you're in the dungeons. The other disguises—the 20 collectible Happy Masks—will tend to be more helpful out in the field areas.



GOSSIP STONES

Some things in the game are just too tricky to figure out. The Gossip Stones can clue you in, though, so receive their helpful hints by wearing the Mask of Truth in front of them.

MAPS AND LEGENDS

The fairy, Tingle, sells maps, but he never tells you how to read them. And his maps don't reveal the locations of secrets and must-have items. Not that Tingle isn't a helpful sprite, but his maps would be better if they looked like the examples below. Like the rest of the maps in this book, every crucial nook and cranny that you'll need to visit has been charted out, complete with the locations for keys, Stray Fairies, Pieces of Heart and other must-have items. Get to know how the maps in this book work, because Tingle isn't going to figure it out for you.



FIELD MAP

Maps are for either field regions or dungeon regions. Field maps detail the overworld areas that lead to the dungeons and temples.



Places on the map are pointed out with red arrows. Items that you'll find at the locale will appear by the arrow in black.

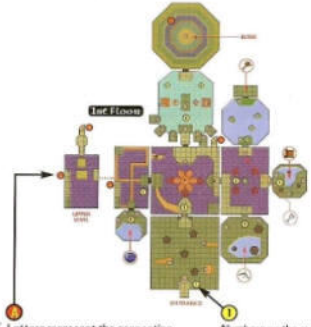
If an area leads to another region, an arrow and label will reveal the place's name and where to head.

FIELD MAP KEY



DUNGEON MAP

Temples, dungeons and other battle-and-explore-type areas appear as dungeon maps with numbered tips. The steps appear in the order in which you should perform them.

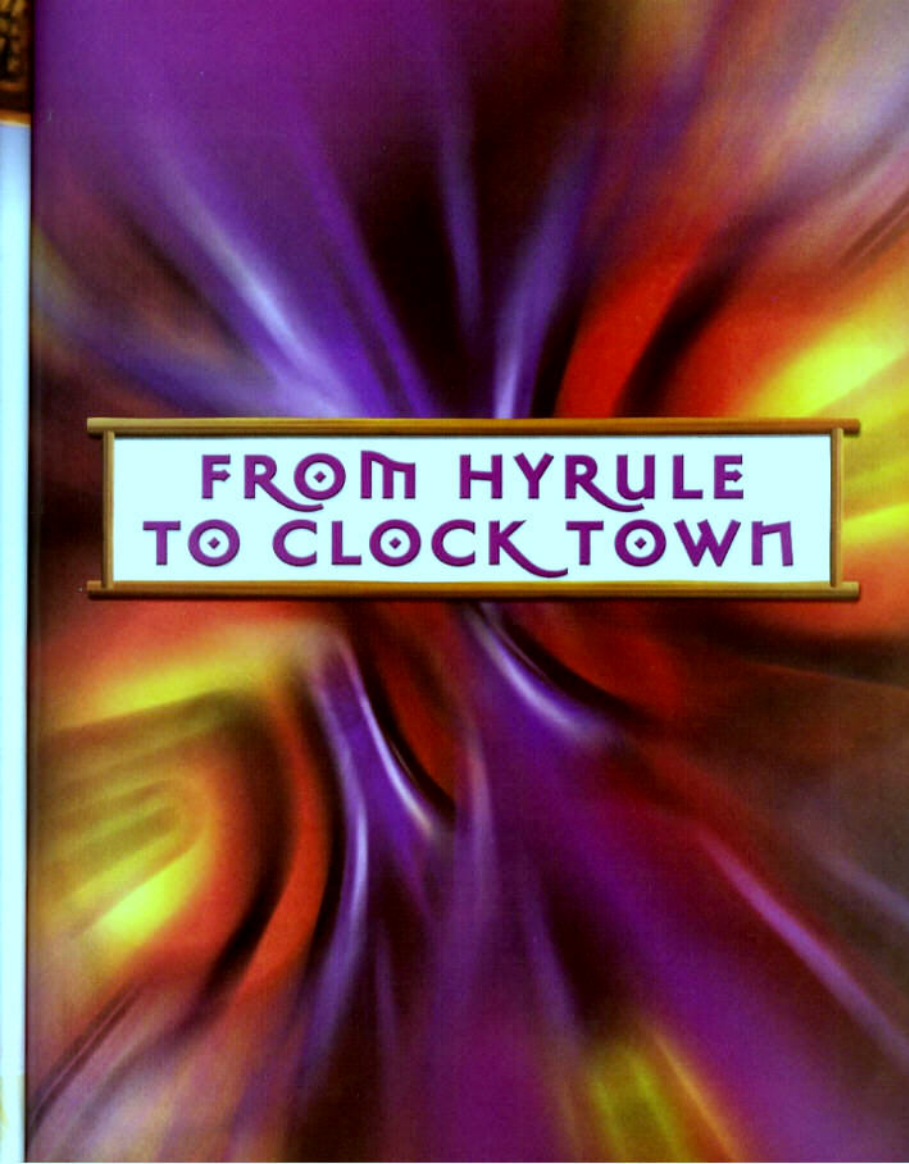


Letters represent the connecting points on the map. Find the matching letter to see where the letter locale leads.

Numbers on the map correspond to the numbered strategies. Perform the tip at the corresponding map location.

DUNGEON MAP KEY




FROM HYRULE
TO CLOCK TOWN

THE FIRST THREE DAYS

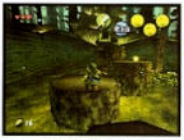
Link must relive the same 72 hours time and time again until he can fix all the problems that the troublemaking Skull Kid has caused. How Link spends those three days the very first time he lives them is the most important step in starting the game. Only after he's carried out certain tasks in his three-day stay will Link change the course of events that will set in motion the 72-hour cycle of adventuring.



THE LOST WOODS

While galloping Epona across a stretch of Hyrulean Lost Woods that was never explored in his previous quest, Link is ambushed by the Skull Kid and his two fairy partners. The three pranksters make off with Epona, so catch up to them by hopping your way into the tree trunk passageway. When you find the Skull Kid, he'll make you the victim of yet another one of his cruel jokes—he'll trap you inside the body of a Deku Scrub. In your new form, you'll be able to use Deku Flowers to launch yourself into the air. Use that power to traverse the chasm in the mesa-peppered cave that serves as the portal connecting the world of Hyrule with the parallel world of Clock Town.





You must find the Skull Kid who has escaped into a tree trunk passageway. Hop from stump to stump to reach the entrance.



Once you're a Deku Scrub, you'll be able to use Deku Flowers as launch-pads. Stand on one, then press and hold A. Release A to take flight.



IN THE CLOCK TOWER

The portal leads you inside the clock tower, which is both the centerpiece and official timepiece of the troubled city, Clock Town. Inside the clock, the Happy Mask salesman will greet you and strike up a deal: If you can bring back the "precious item that was stolen from you," he'll return you to your former self. The precious item is your ocarina, and fulfilling his request is your goal for the first three days. The real adventure begins only after you've completed your end of the bargain.









CLOCK TOWN

In three days, the Happy Mask salesman plans to leave Clock Town, so you must find the Ocarina of Time before 72 hours pass. Sometime during that period you'll find your ocarina in Clock Town, so begin your search by exploring the town's five regions: North Clock Town, South Clock Town, East Clock Town, West Clock Town and the Laundry Pool.



HELPING THE GREAT FAIRY

Wherever he's been, the mischievous Skull Kid has caused trouble. In Clock Town, he has shattered the Great Fairy into tiny fairies. If you can return the missing Stray Fairy to its Fairy's Fountain in North Clock Town, the Great Fairy will be able to reassemble herself. As a reward for helping her get things back together, she'll grant you magic power that will allow you to shoot bubbles from your Deku snout.



CLOCK TOWN







During the day, the Stray Fairy is at the Laundry Pool. Be careful when approaching it since Deku Scrubs are unable to swim and can skip on water for only five hops.





At night, the Stray Fairy is in East Clock Town. Take flight to rescue it.

THE BOMBERS GANG

Once you've been charmed with magic power, use your enchanted abilities to shoot a bubble at the balloon in North Clock Town. If you pop it, Jim, the tot who leads the Bombers gang, will be so impressed with your marksmanship, he'll offer to reveal the special code that gets you into the gang's hideout. To prove you're worthy of learning the code, you must find all five Bombers before sunrise. Refer to the map above to see their hiding spots.











The kids hiding in East Clock Town are the trickiest. Leap after the Bomber atop the Milk Bar and fly up to the Bomber perched on the inn's roof. If one of them manages to elude you, he might hide under a box in the local plaza. If the boys are still escaping your grasp, reenter the area. They'll reappear in their original hiding spots.

GAZING AT THE STARS

After Jim reveals the code, tell it to the Bomber lookout in East Clock Town. The boy will let you enter the secret passage leading out of town. Work your way to the Astral Observatory, home of Professor Shikashi, the astronomer. Agree to gaze into his telescope, then zoom in on the Skull Kid who's on top of the clock tower. When you spot him, the moon will "cry" a Moon's Tear. The sparkling stone that the moon releases will fall in front of the observatory, so exit out the nearby door to collect the jewel.







A Skulltula spider lurks above the right ledge of the watery trench in the hideout. Shoot a bubble at its underside to defeat it, then shoot another bubble at the balloon in the next room to climb the ladder.







The Skull Kid is lollygagging on top of the clock tower. If you zoom in on him, a Moon's Tear will drop from the moon. Exit the observatory to claim the jewel.

A GOOD DEED

The Deku Scrub in South Clock Town values the Moon's Tear because it'll make the perfect gift for his wife. Approach the Deku Flower by the clock to talk to the Deku Scrub. After he talks to you, assign the Moon's Tear to a C Button, then press it to show him the jewel. When he sees your Moon's Tear, he'll give you the Land Title Deed entitling you to his Deku Flower.









THE FINAL MIDNIGHT

At midnight of the final day, the Carnival of Time will begin and the clock tower's upper door will open. Using the Deku Flower you got by trading the Moon's Tear, fly to the clock tower's deck. Collect the Piece of Heart, then climb the stairs for a showdown with the Skull Kid. Target him, then fire a bubble at him. A direct hit will cause him to drop the ocarina he stole from you. Grab it, then play the Song of Time that Princess Zelda taught you.





Wait for midnight of the final day to roll around so you can fly into the clock tower door that will open. Shoot the Skull Kid who's waiting on the roof.





When you blast the Skull Kid, he'll drop your ocarina. Pick it up, then play the song you see in your flashback. If you can't remember it, press Start to check your Quest Status screen.

SONG OF HEALING

When you play the Song of Time, you'll travel back to Day 1 and reappear in the clock tower. Everything that happened will undo itself, and you'll be back at square one. The major difference is that you'll have the Ocarina of Time in your inventory. Show it to the Happy Mask salesman who'll then teach you the Song of Healing, a ditty that will change you back into Link and your Deku body prison into a mask.





THE FIRST THREE DAYS AS LINK



With the Deku Mask added to his inventory, Link can don the disguise to assume Deku form whenever necessary. But a new 72-hour cycle is ticking down, and Link must prepare for his long journey by doing things in Clock Town that only a Hyrulean boy—not a Deku Scrub—can do. Start your first three days as Link by slashing the owl statue with your sword. Owls are warp points, and a sword slash is the way to leave "proof" that you've encountered one. By leaving your mark, you'll activate the owl as a teleportation destination.

GREAT FAIRY MASK





Since you've journeyed back in time, the Stray Fairy you rescued the first time around needs to be rescued again. Revisit the Laundry Pool to grab the Stray Fairy, then return it to the Fairy's Fountain in North Clock Town. The Great Fairy will see that you already have magic power, so she'll reward your rescue effort by giving you a mask instead. Wear it to detect the presence of Stray Fairies.

BOMBERS' NOTEBOOK

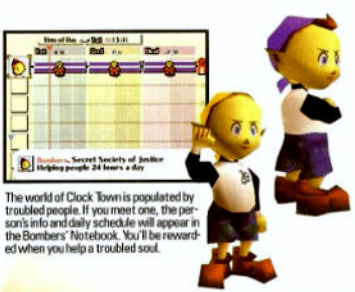
Though everything you did as a Deku Scrub has been erased from time, you'll still have the wisdom of the things you did before you restarted the three-day adventure cycle. The Bombers' code that you learned will still gain you entry into their hideout, so enter it again. When you leave the secret place as Link the boy, Jim will be so impressed that you managed to infiltrate his lair, he'll let you join his gang. He'll also give you the Bombers' Notebook, a schedule that keeps track of the troubled people you must help.



Reenter the Bombers' hideout, then leave as Link. Jim will intercept you at the entrance and give you the Bombers' Notebook.



The Bombers' Notebook will become a permanent part of your inventory, so you'll still have it if you travel back in time.



The world of Clock Town is populated by troubled people. If you meet one, the person's info and daily schedule will appear in the Bombers' Notebook. You'll be rewarded when you help a troubled soul.

SCARECROW'S SONG

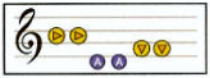
Scarecrows love music, so show your ocarina to the scarecrow either in the Astral Observatory or in West Clock Town's Trading Post. The scarecrow will ask you to play a song you've written, so make one up. Since it won't like any song that consists of just one note, use at least two notes. The song you perform will summon the scarecrow, so make sure you remember how to play it.



Show your ocarina to the scarecrow, then play an original song, which will become the Scarecrow's Song. The scarecrow will remember it until you travel back in time.

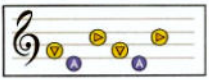


Play the Scarecrow's Song at the Trading Post, the Astral Observatory or special, secret locations to summon the scarecrow, which will be handy once you have a hookshot.



SONG OF DOUBLE TIME

When you first show the scarecrow your ocarina, it will teach you the Song of Double Time, which warps you ahead to 6 a.m. or 6 p.m.



INVERTED SONG OF TIME

The scarecrow will also teach you to play the Song of Time backward to slow down time. Play it whenever you begin a new three-day cycle.

GOING SOUTH

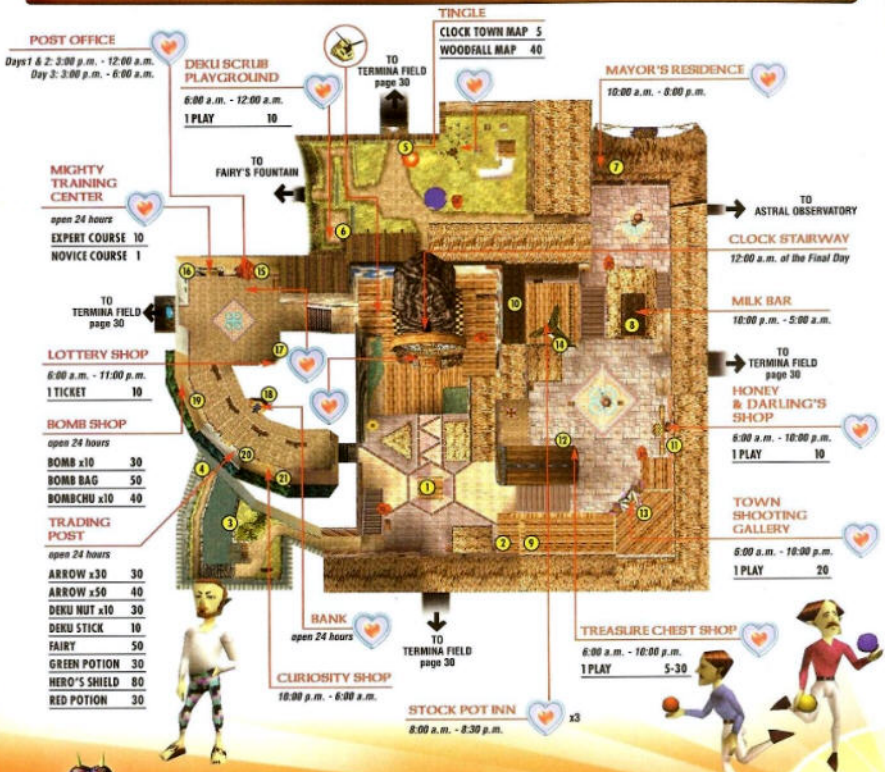
Once you've learned how to activate owl statues, use the Bombers' Notebook and play new songs, you'll be ready to explore the swamp, mountain, ocean and canyon that Tael the fairy spoke of during your showdown with the Skull Kid. Your first stop is the swamp, so head south.



CLOCK TOWN

Since it's in a world parallel to Hyrule, Clock Town is populated by people who are dead-ringers for characters from The Legend of Zelda: Ocarina of Time. They're different people, though, and they all live life by the clock. Clock Town's people will be in different places doing different things at different times on different days. Watch the townsfolk as the hours pass to figure out their daily routines and to see just how important keeping track of time can be.





SOUTH CLOCK TOWN

Clock Town serves as the hub for the parallel world, and South Clock Town serves as the hub for the tiny city. The town is divided into four main sections, and South Clock Town is connected to them all, as well as the subsection, the Laundry Pool. Of course, the south area's main point of interest is the clock.



1 THE FESTIVAL TOWER



The Carnival of Time arrives on Day 3, and by then, the carpenters will have erected the festival tower to a decent height. Fly to it from the Deku Flower to find 50 Rupees.

2 20 RUPEES



Fly to the thatched roof by the south exit on Day 1 if you have the hookshot (from the ocean region west of town). Fire it into the chest on the ledge for 20 Rupees.

3 GO FOR CROAK



A frog lives in the southwest corner of town known as the Laundry Pool. Visit the hopper while wearing Don Gero's Mask, which you'll find in the mountains north of town.

4 CURIOSITY SHOP'S BACK DOOR



The boy wearing the Keaton Mask runs in and out of the Laundry Pool door. The door leads to West Clock Town's Curiosity Shop, which is usually locked.



NORTH CLOCK TOWN

North Clock Town's most notable locals are Jim, the Great Fairy and Tingle, the map seller. If you visit North Clock Town at the right time, you might even spot the old woman from West Clock Town's Bomb Shop as well as a suspicious man from out of town.



5 TINGLE'S MAPS



Tingle the map seller dangles from the red balloon floating overhead. As a Deku Scrub, shoot him down so you can speak with him. He'll offer to sell you maps for Clock Town and your first stop outside the city limits, Woodfall.

6 DEKU SCRUB PLAYGROUND



Fly over the fence to enter the hole leading to the playground. The game changes daily, so try to land a high score three days in a row to win a Piece of Heart.



EAST CLOCK TOWN

For the weary traveler, the eastern part of town is the best place to visit. Home to shops aplenty, the Milk Bar and the city's mayor, East Clock Town is also the temporary home of many visitors. The cozy Stock Pot Inn accommodates them and is currently hosting a troupe of performers in the carnival.



MAYOR'S RESIDENCE

7







The mayor's wife, Madame Aroma, meets people in the drawing room, while Mayor Dotour sits through a dizzying argument on the pros and cons of canceling the carnival.

MILK BAR

8



For a drink of milk, pull up a stool at the Milk Bar. Mr. Barten opens the watering hole at night, but only to the elite few who are members. Romani's Mask is your ticket in.



HIDDEN RUPEES IN THE EAST

9



To reach a Silver Rupee, wear the Zora Mask so you can jump from the Milk Bar roof to the gateway ledge. Change into Link, then hop to the target signs and Town Shooting Gallery Roof.

10



At 1:50 p.m. to 4:10 p.m. on Day 1, check in at the Stock Pot Inn to get the room key. In your hotel room, you'll find a Silver Rupee worth 100 Rupees.

HONEY & DARLING'S SHOP

11





At the lovey-dovey couple's shop, you can play Bombchu Gallery on Day 1, Basket Bomb on Day 2, and Target Shooting on Day 3.



TOWN SHOOTING GALLERY

13



If you have a bow and 20 Rupees, you can play the sharpshooting game. Hit red Octorocks for points. If you hit a blue one, you'll lose time.

STOCK POT INN

14



Anju runs the local hotel, the Stock Pot Inn. Her current guests include entertainers from the Gorman troupe. She might even give you a room, too, since she tends to mix up guests and reservations.

TREASURE CHEST SHOP

12



If you play the Treasure Chest Shop game, you must navigate a maze and reach the treasure chest before the time limit expires. You'll win different prizes depending on the mask you're wearing.





WEST CLOCK TOWN

If you're in town to buy something, West Clock Town could have what you're looking for. Whether you're searching for explosives, ammo, Deku whatnot or black market merchandise, you'll find it in the west. And if you're low on funds, you can always go to the bank or Lottery Shop.



15 POST OFFICE





The postman is a busybody, even when he's lying down in bed. When he's not making deliveries, he's training himself mentally. In his head, he tries to count to 10 seconds on the nose. Try it yourself to win a prize.

16 MIGHTY TRAINING CENTER



Learn the way of the sword and perfect your dueling technique at the Mighty Training Center's Swordsman's School.

17 LOTTERY SHOP



If you're feeling lucky, buy a lottery ticket between 6:00 a.m. and 5:59 p.m. Check back between 6:00 p.m. and 11:00 p.m. to find out the winning numbers.

18 CLOCK TOWN BANK





When you play the Song of Time to return to Day 1, you'll lose all the Rupees and ammo in your inventory. Deposit Rupees before traveling back in time, since the bank won't lose your riches no matter how many times you play the Song of Time.

19 BOMB SHOP



You won't be able to carry bombs or Bombchu until you've bought the Bomb Shop's bomb bag. As soon as you have it, bombs will begin springing up when you chop down plants.

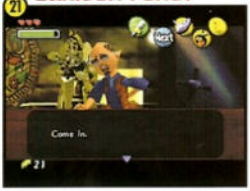
20 TRADING POST



Buy supplies at the 24-hour Trading Post. The manager looks just like the man at the Curiosity Shop, and it's no coincidence—they're the same person!



21 CURIOSITY SHOP



The Curiosity Shop sells goods from questionable sources. In other words, the place sells stolen goods, and many of them come from a traveling thief who lives far from town.

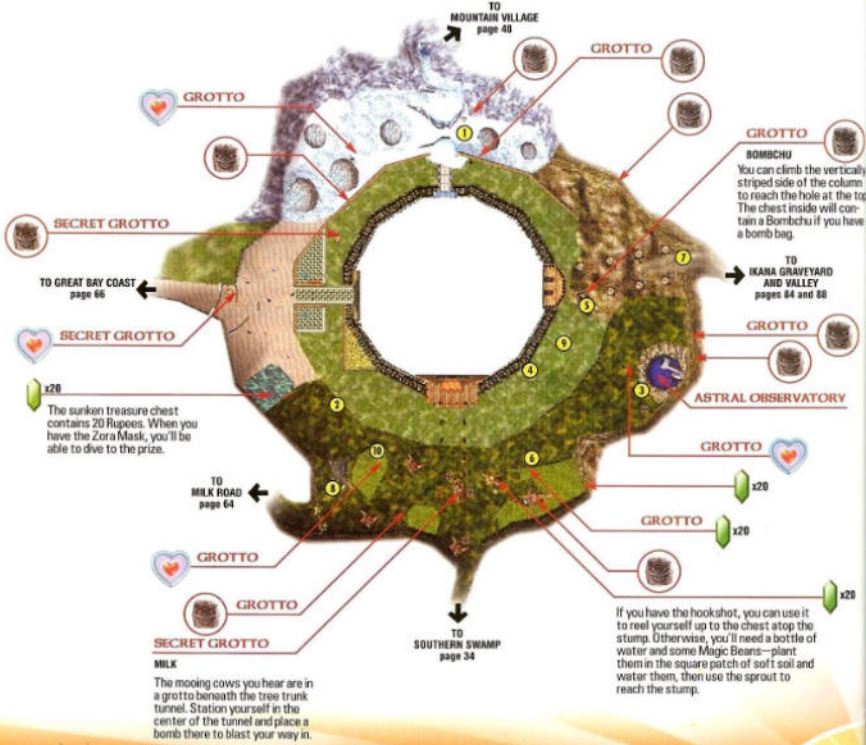




TERMINA FIELD

Clock Town was built in the middle of Termina Field. The greenbelt circles the city and borders just about every type of environment—a wooded swamp to the south, frozen mountain to the north, roaring ocean to the west, rocky canyon to the east and pastoral farmland down Milk Road to the southwest. Termina Field connects Clock Town to the rest of the world. And that world may all be gone in three days...





PORTRAIT OF THE SKULL KID

A tree towers over the path leading to the Southern Swamp. For Tatl, the tree holds memories of her and Tael's first meeting with the Skull Kid. The three of them became fast friends when the Skull Kid was feeling cold and alone. As your fairy companion relives the same three days over and over, she'll soon learn what it really means to be a friend.





SECRETS OF TERMINA

Termina Field isn't merely a transitional area connecting Clock Town to the realms at the four compass points. Secrets abound in the field, and only the keenest of adventurers will find them all.



1 CLIFF NOTES

The north cliff wall at the foot of the entrance to the northern mountains has music inscribed on it. Play the song in front of the wall to win Rupees. A new song with a new, but less generous, jackpot will appear every time you revisit Termina Field.



2 CONSTELLATION WALL

The rocks embedded in the wall are supposed to resemble the constellation Cassiopeia. And you'll be thanking your lucky stars for the formation, since some of the rocks will explode into Rupees if you bomb them.



3 UP A TREE

When he's not working the night shift at the Trading Post, the part-time employee spends his days up in a tree fruitlessly trying to grab Red Rupees. To pocket the riches for yourself, fly to them using the nearby Deku Flower or water magic beans planted in the soft soil by the observatory to ride to them.



4 OFF-THE-WALL RUPEES

When you have a bottle, you can use it to catch the tiny blue bugs that are crawling in certain locales. If you release the bugs near the square patch on the wall, the bugs will crawl into the hole in the middle of it and produce a Rupee prize for you.



5



6



7 SCOPING IT OUT

The telescope in the observatory will give you a closer look at Termina Field. Anything you see that is moving is worth checking out, like the exercising men whose workout spots are hidden grotto locales. Also, keep an eye on the birdie flying in at point 7. As the crow flies, it will drop a Red Rupee near point 5.



8 THIEVING BIRD

The Takkuri buzzard will swoop down to steal your items like your sword or bottle. If they're stolen, they'll immediately go up for sale in the Curiosity Shop. Reclaim your goods by buying them or playing the Song of Time to return to Day 1 to avoid being ripped off in the first place.



9 SONGBIRD

The crow that flies circles around the town's walls is fond of music. By playing your ocarina in front of it, you'll make it drop a Rupee.



10 FAIRIES FROM BUTTERFLIES

As in The Legend of Zelda: Ocarina of Time, butterflies will turn into health-replenishing fairies if you touch them with the tip of a Deku Stick.

PLAYTIME BEGINS...

GETTING TIME ON YOUR SIDE

The moment you receive the Deku Mask and are able to leave Clock Town is when your adventure will truly begin. Undoubtedly, you'll play the Song of Time many a time to return to Day 1. Doing so will reset all events and undo all your good deeds (though the Bombers' Notebook will give you permanent credit for any deed it records). Don't worry about having to do everything over and over again, since the object is to confront the Skull Kid once you've won all four of the bosses' remains (their masks). When you defeat a boss, the remains you earn will become a permanent part of your inventory.

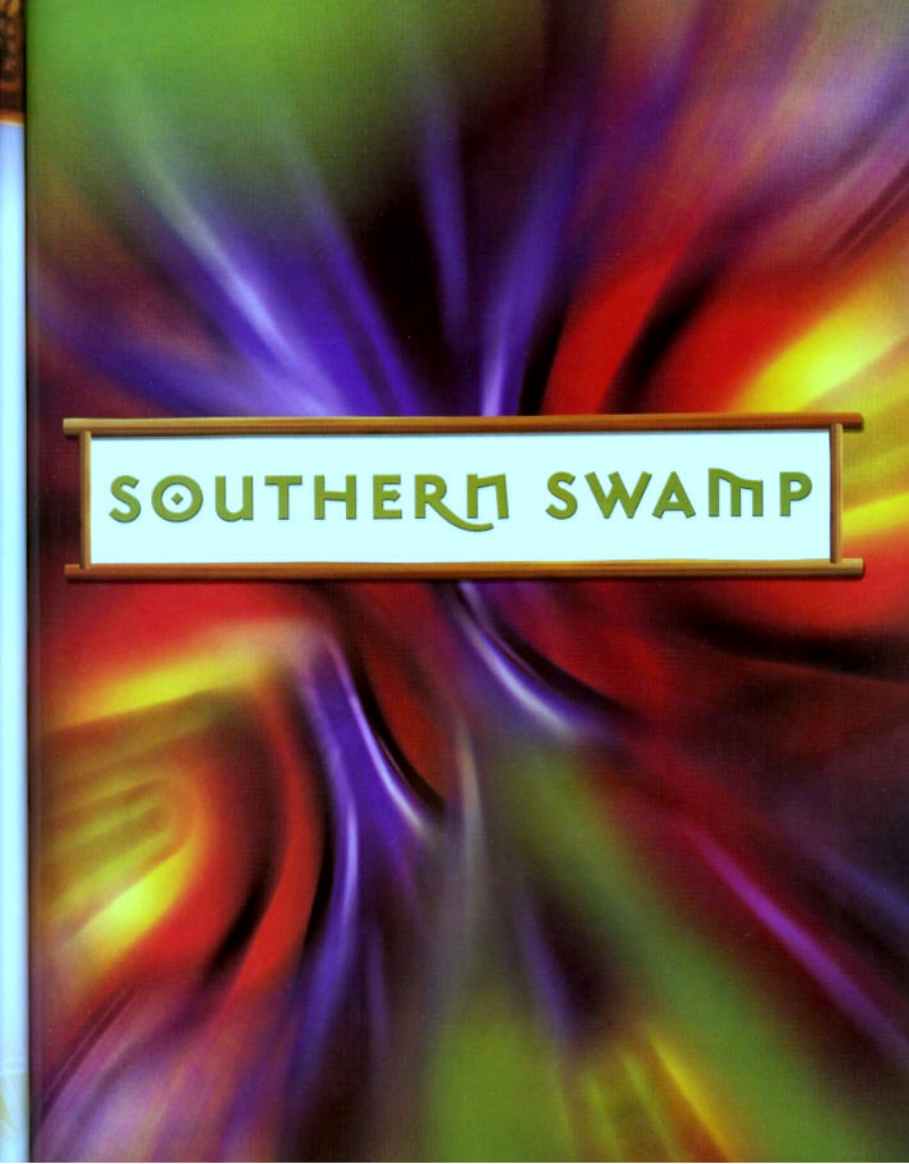


Masks, songs, Great Fairy gifts, boss remains and major items will stay in your inventory when you play the Song of Time. Other things such as Rupees, ammo and trading items will disappear.

ITEM ITINERARY

To make sure you're not missing any important items, refer to the following index of goods. The key things to find in each area are listed below, and by sticking to the schedule, you'll have the must-haves (as well as a few extras) that will help you finish your quest. When you play the Song of Time and return to Day 1, your supply of items marked with an asterisk (*) will reset to zero. In the case of the powder keg and Fire, Ice and Light Arrows, your supply of them will hit rock bottom, but you'll always retain the ability to use the special items as the days go by.

	LOCATION	ITEM or SONG	PAGE
From Hyrule to Clock Town	The First Three Days	Magic Power	23
		Moon's Tear*	24
		Ocarina of Time	24
		Song of Time	24
		Song of Healing	24
		Deku Mask	24
	Clock Town	Bomb*	29
	Termina Field	Deku Stick*	30
Southern Swamp	Southern Swamp	Bottle	34
		Pictograph Box	36
	Deku Palace	Magic Beans*	38
		Sonata of Awakening	38
	Woodfall Temple	Hero's Bow	44
		Oath to Order	46
Northern Mountain	Goron Village	Lens of Truth	51
		Goron Mask	52
		Goron Lullaby	52
	Snowhead Temple	Fire Arrow*	56
	Mountain Village	Powder Keg*	60
	Romani Ranch	Epona's Song	64
	Gorman Track	Garo's Mask	64
Western Ocean	Great Bay Coast	Zora Mask	67
	Pirates' Fortress	Hookshot	72
	Pinnacle Rock	New Wave Bossa Nova	73
	Great Bay Temple	Ice Arrow*	78
Eastern Canyon	Ikana Graveyard	Captain's Hat	85
		Song of Storms	86
	Ikana Canyon	Gibdo Mask	89
	Beneath the Well	Mirror Shield	91
	Ancient Castle of Ikana	Elegy of Emptiness	95
	Stone Tower Temple	Light Arrow*	99


SOUTHERN SWAMP

SOUTHERN SWAMP

The soldiers guarding the exits of Clock Town won't let children venture out of the city alone, so you won't be able to leave town as a Deku Scrub. As Link, you'll be able to leave as long as you have a sword. Make tracks for the southern exit in South Clock Town, then continue heading due south across Termina Field to reach the Southern Swamp.





TOURIST INFORMATION

The man at the counter will give you a one-shot camera called a pictograph box and tell you about the pictograph contest he's running. The picture you snap must be of something in the swamp region, and you'll see plenty of photogenic subjects on the boat cruise. You could buy a cruise ticket at the booth across from him, but Koume, the manager, is missing.





SEARCHING FOR KOUME

Koume the hag runs the boat cruise, but, apparently, she has disappeared. Her sister, Kotake, runs the Magic Hags' Potion Shop, where she sells healing elixirs and medicine, and she doesn't know that Koume is missing. After you've located Koume in the Woods of Mystery, return to the Potion Shop to break the news to Kotake and get her help.





WOODS OF MYSTERY

Enter the Woods of Mystery, then follow the monkey who will lead you to Koume. The monkey will take a different path every day, so follow the appropriate route shown below. When you finally reach Koume, the wounded hag will ask you for a healing potion. You can get the cure-all from Kotake, so find her in the Potion Shop (if it's Day 1) or hovering in the Woods of Mystery (if it's Day 2 or 3).





If you don't find Koume by the end of the first day, Kotake will leave her shop and fly to the Woods of Mystery to conduct a search of her own.

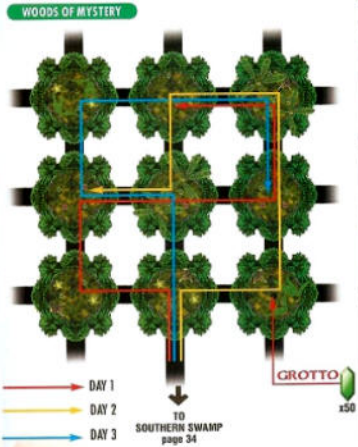












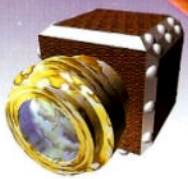
Help Koume who's lost in the woods. To defeat the Snappers, change into the Deku Scrub, then dive into a Deku Flower. Spring up when the turtle scurries over you.

After you've saved Koume, exit the woods. One of the monkeys, convinced of your skill and bravery, will ask you to rescue his brother.

THE BOAT CRUISE

To reach the Deku Palace where the monkey is imprisoned, you must take the boat cruise. Revisit Tourist Information and talk to Koume in the booth. She usually charges for her cruises, but she'll let you ride for free since you helped her in the woods.









You won't have a weapon that can defeat the Big Octos blocking your way to the Deku Palace, but the ship's bow will automatically get rid of them for you.





Snap a pictograph while taking the cruise. Bring it to the man at Tourist Information for judging.





DISEMBARKING

The boat sails around the swamp in the course charted out to the left. During its circular run, the boat will make a stop at the Deku Palace. When your ride docks during the cruise, disembark without dipping your toes in the water—the section of swamp you've sailed into is contaminated. Awaiting your arrival will be the monkey whose brother is imprisoned by the Dekus.





If you'd rather not spend any Rupees on subsequent boat cruises, snap a pictograph sometime during your ride. If you show it to the Tourist Information man, he'll offer you Rupees or a free cruise.





DEKU PALACE

Only Deku Scrubs are allowed in the Deku Palace, so you must approach the two Deku guards at the kingdom's gates while wearing the Deku Mask. Behind them is a world of Dekus that has been on edge ever since the Deku Princess turned up missing. And it's the very monkey you've been asked to rescue whom the king blames for his daughter's disappearance.









Magic beans will help you enter the monkey's cell. Drop into the grotto to find the bean salesman.



TO DEKU CAVE page 46



TO WOODFALL page 41

TO SOUTHERN SWAMP page 34

THE DEKU KING

After speaking with the guards at the gate, walk straight ahead and enter the palace where you'll meet the Deku King. Ruling with a wooden fist, the furious Deku monarch will tell you of his plans to punish the monkey he thinks kidnapped his daughter.





Enter the east half of the Inner Palace Garden. Don't let the guards see you or they'll kick you out (if you enter at night, you'll be able to see their line of sight). Follow the blue path to the bean seller—his products will help you reach the red path on the map.

Magic Beans

Buy a pod of magic beans from the salesman in the grotto and use the potion bottle Kotake gave you to scoop up some fresh water from the grotto pool. Leave the palace and hang a left as you exit. Skip across the water and lily pads to reach the Outer Palace Garden by the eastern side of the kingdom.





Plant your beans in the square patch of soft soil in the Outer Palace Garden. Pour some bottled water on it, then hop onto the magical, leafy transport that sprouts up. Your ride will take you to the upper reaches of the garden.









The Accused Monkey

The magic beans' plant will lift you up to the second level that overlooks the Inner Palace Garden. As the Deku Scrub, fly from flower to flower until you reach the doorway. Enter it to infiltrate the monkey's cell. When the unjustly imprisoned simian asks you to produce a loud instrument, show him your Deku Pipes because Link's basic ocarina won't do.







Of Monkeys and Owls

After the monkey teaches you to play the Sonata of Awakening on your Deku Pipes, take the Woodfall shortcut southeast of the palace gate. Helicopter yourself across the giant flowers and float clear of the dragonflies. To defeat one, dive into a flower bud, then spring into the pest when it flaps directly over you. Continue hovering until you reach the waterfall where Kaepora Gaebora the owl is perched. There, you'll learn some traveling music.







Read the inscription on the owl's perch. The song etched into the stone is the Song of Soaring, a teleportation tune that will warp you to any owl statue you've slashed with your sword. Play the song anywhere. You don't have to be standing at an owl statue for the song to work its magic.



SWAMP SPIDER HOUSE

An isolated house in the middle of the swamp is infested with Gold Skulltulas, spiderlike creatures with a habit of turning people into disfigured monsters. One of those unlucky souls is dangling from the ceiling near the house's entrance. You can lift the curse by collecting Skulltula Tokens, but the task will require the strength of a Goron (and maybe a little help from the hookshot, too).



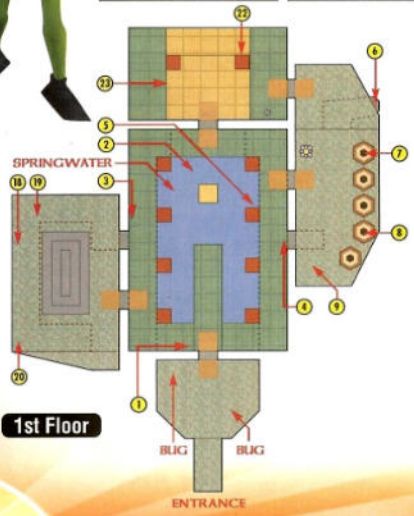


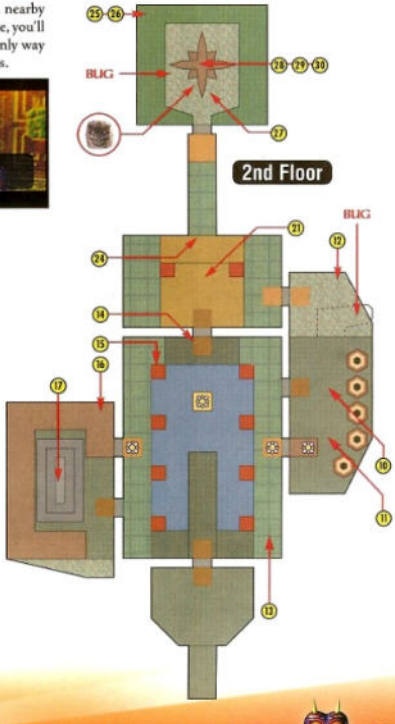
SPIDER SECURITY

A spiderweb bars you from entering the house, but a nearby torch will help you nullify its silky security. Once inside, you'll discover the cursed form of an earlier intruder. The only way to help the creature is to collect all 30 Skulltula Tokens.









GOLD SKULLTULA LOCATOR

1. Breaking vases should come naturally to you by now.

2. The pool in the center of the spider house contains one Skulltula to destroy and plenty of fresh springwater to collect in your bottle. You'll have to come back for refills.



3. The two mysterious squares on the walls look like fertile soil for magic beans, but their locations make planting impossible. Instead, bottle some bugs and release them near the squares.



4. The two mysterious squares on the walls look like fertile soil for magic beans, but their locations make planting impossible. Instead, bottle some bugs and release them near the squares.

5. Wait until the Skulltula crawls down the pillar, then attack.

6. You can hear something rustling around in an alcove near the sleeping Deku Scrub. The opening is covered with a thin but strong layer of grass. Use your blade on it.

7. Curl into a Goron juggernaut, then slam into two of the large
8. vases in the room. You'll evict some gold tenants.

9. Smash all the pots for a Skulltula and other prizes.

10. Two of the beehives on the ceiling contain Skulltulas. The oth-
11. ers may house angry bees.

12. Be patient. Attack the wall crawler when it is within reach.

13. Release more bottled bugs to draw out a Skulltula.

14. The Skulltula on the wall never crawls within reach, so you'll need to shoot it with an arrow or bubble then fly over to it. Strategically placed Deku Flowers make it an easy maneuver.



15. The Skulltula on the pillar is easy to grab.

16. One Skulltula is easy pickings from the platform.

17. Link should have no trouble leaping from the platform to the top of the monolith in the center of the room.

18. Here's hoping you've invested in some magic beans. You'll need to plant one near the wall and water it to reach the Skulltula hiding under the platform. Hop on the leaf to float by it.



19. Only Goron fists will allow you to reach Skulltulas in two
20. boxes. Keep smashing until you find them.

21. Reach for the quiver once again to knock down beehives.

22. Turn around near the vases to spot a Skulltula on the pillar.

23. Hit the Skulltula on the wall with an arrow or bubble then hit the crystal switch to make a ladder appear. Climb up to grab the Skulltula Token.

24. More bean planting is necessary if you want to lift the Skulltula's curse. Fly up to a creepy crawler high on the wall then make a return trip to jump into a portal to the next room.



25. Wander through the bushes until you find two Skulltulas. You
26. may need to take a little damage to your health in the process.

27. There are more beehives on the ceiling. You know the drill.

28. The last three pesky Skull-
29. tulas think they're safe up in
30. the trees, but they won't expect a Goron to come knocking. One punch should send them tumbling to the ground.



BETTER THAN A POLYGRAPH

Your cursed friend near the entrance will have fewer legs when you return, but he'll still look pretty strange. Maybe it's the mask. The Mask of Truth is your parting gift for saving him from a living nightmare. Wear it to communicate with Gossip Stones and animals.





WOODFALL

Two ledges flank the owl's waterfall. On one side is the ledge where the owl taught you the Song of Soaring. At the other ledge is a tunnel. By entering it, you'll reach Woodfall, the bog where an ancient Deku temple lies submerged beneath the poisoned water. The water was once pure, but, like everything else in the parallel universe, it has become tainted by the cruel intentions of the Skull Kid wearing Majora's Mask.



WALKING THE PLANKS

Since the swamp water is poisonous, it's all the better that Link's Deku Scrub alter ego is a landlubber. Walk the planks to cross the bog, and bubble-blast the insectile Hiploops patrolling them. A Mad Scrub is stationed at the end of every plank. Blast, bomb or spin-attack it.

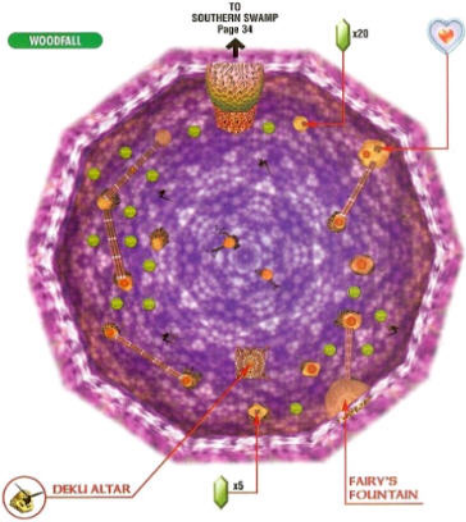


Defeat Hiploops by shooting bubbles when they charge. A head-on hit will hurt them. Defeat Mad Scrubs with bubbles, Deku Nuts or a spin attack, then use the Scrubs' Deku Flowers to fly to the next plank.

FAIRY'S FOUNTAIN

Hover into the elevated cave in the southeast section of the wall encircling Woodfall to enter the Fairy's Fountain. The Great Fairy residing there has been shattered into tiny fairies and her 15 Stray Fairies are lost in Woodfall Temple. Once you've found them, return them to the fountain.





WOODFALL RISING

According to the imprisoned monkey, the Deku Princess is somewhere in Woodfall Temple. The ancient temple is submerged beneath the swamp, so you must bring it out from the depths of Woodfall. Fly to the Deku altar where the owl statue is, then stand on the circular platform emblazoned with the Deku symbol. In Deku Scrub form, play the song the monkey taught you—the Sonata of Awakening—to summon the temple from its resting place.



WOODFALL TEMPLE

A dark presence has transformed the stone corridors of the Deku Temple into a lethal gauntlet. Navigating its murky chambers demands both the special powers of a Deku Scrub and the skills of a Hyrulean warrior. Deep inside the stronghold, the captured Deku Princess awaits you, and so does a powerful enemy. Fight bravely—an innocent monkey's life is at stake.





1 THE HIGH ROAD

Strategically placed Deku Flowers atop pillars allow only Deku Scrubs to fly from door to door. If you misjudge a landing, you'll fall to the floor, where a pack of Black Boes will make you pay for your mistake.



2 BOTANICAL BOOBY TRAPS

The Deku architects who designed the temple put in a few security features to keep out interlopers. The floating flowers on the water will enjoy a Hyrulean hero sandwich if you step on them when you aren't wearing the Deku Mask.



3 JUMPING IS THE KEY

A few small skips for a Deku then a giant leap from a Deku Flower will get you to the treasure chest sitting on a ledge at water level. It holds the key to a locked door.



4 SHELL GAMES

Snappers are impervious to attack from above ground, but their soft underbellies make them vulnerable to subterranean assaults. After you defeat all three enemies, a treasure chest containing the Dungeon Map will appear.



5 BLOCK THE EXITS

One inconveniently placed stone block can ruin your whole day, but try to make the best of it. Push it forward to proceed to the torch, then push it back to open a path to another door. Walk slowly, or a Skulltula will crown you.





Take off the Deku Mask so you can carry a lit Deku Stick to the other side of the room. Light the torch to open a door. The second torch will allow you to carry fire up to a third torch on the second floor.

6 A GOOD POINT

Taking out two pesky dragonflies is a small price to pay for an invaluable item like a compass. You'll be able to navigate with ease once you can pinpoint your location.



5 POLE VAULTING

Once you've lit the torch on the second floor, fire up a Deku Stick then leap from platform to platform until you reach the spiderweb. The web is extremely strong—and extremely flammable.



7 LIGHT THE WAY

Tatl will warn you about bad things lurking in the dark room, and she isn't just crying wolf. Clear the room of multiple Black Boes, then light the three torches by running around the perimeter of the room with a flaming Deku Stick.



8 FLOATING FLOWERS

Another opened door, another room requiring precarious leaps from flower to flower. The power petals are on moving platforms this time around, so be patient when planning take-offs. Two dragonflies are bent on canceling your flights.



2 RUNG OUT

Peel off your Deku Mask, then plant your feet on the shiny gold switch in the next room. Two ladders will materialize, allowing you to move easily between floors.



9 TAKE A BOW

The Hero's Bow is yours for the price of one quick battle. By amazing coincidence, your new prize has several immediate uses in Woodfall Temple.



A Lizalfos will defend the Hero's Bow to its last fiery breath. Knock the wind out of it with a few sword slashes.

3 A POKE IN THE EYE

After you're armed with the Hero's Bow, position yourself on the Deku Flower in the middle of the flooded room, then aim your bow at the eye switch on a ledge. Stick an arrow in the eye to make the platform levitate, then prepare to launch yourself from the flower as a Deku Scrub. Wait for the platform to reach its highest point, then fly over to the ledge.



10 MR. FROG'S WILD RIDE

The poison frog protecting the Boss Key seems like a pushover until it calls in a Snapper to help it. You'll need to be quick with your mask and bow to defeat it.



Burrow into a flower, then pop up underneath the Snapper to unseat the frog. Unmask yourself, then target the frog with your bow as it crawls along the wall. Keep repeating the process until it's defeated.

2 POWER UP THE FLOWER

The mysterious wooden flower at the center of the temple is actually a machine that freshens the water. Stand on the gold switch above the flower, then fire an arrow at the flower's burnt-out torch through the flame of the lit torch on the platform. Once activated, the flower will rise up and its petals will spin. Jump on a petal, then use your bow to target another unlit torch on an outcropping. Light the torch with an arrow to open the way to the boss.



11 FIRESTOPPER

Several obvious Deku Flowers are scattered round the room, but none of them will propel you to the boss chamber door. A switch on top of a pillar is the key to getting across the room. Use the flowers to the right of the entrance to hop up to a ledge directly opposite the switch. Hit the switch with an arrow to put out the flame on top of a narrow pillar, then use the Deku Flower to fly to another flower that was hidden by the flame. You can reach the boss door's ledge from there.



The fire on top of the pillar goes out only for a few seconds after you hit the switch, but don't rush your jump. Land with care on the tiny platform, or you'll have to start over.

MASKED JUNGLE WARRIOR ODOLWA

It's best, of course, to keep a healthy distance away from Odolwa's razor-sharp blade. Use Z-Targeting to hit him with arrows while he's relatively still. If you keep scoring hits, he'll eventually send out his insect minions to harass you, then drop rocks from the ceiling. Deal with the minor threats, but don't ignore the big guy for too long or he'll pummel you with an unstoppable spin attack. Once you've run out of arrows, try to hit the tribal terror with bombs to finish him off.



Tired of running from the annoying swarm of lethal moths? Drop a bomb to attract them to its burning fuse then watch while it blasts them to smithereens. If you're lucky, Odolwa will also take a hit.

FAIRY FINDER



4 Fly to a gold switch on a small outcropping to make a treasure chest appear. A Stray Fairy is inside it.



10 The fairy under the boardwalk is easy to miss. Hit it with an arrow to dislodge it, or swim to it.



11 You'll probably want to clear the room of Black Boes anyway, but a treasure chest is extra incentive.



7 The statue's devilish grin is actually a beehive with a fairy inside. Release its prisoner with an arrow.



GREAT FAIRY'S GIFT



Once again, the Great Fairy makes searching for strays worth your while. She'll endow you with extra magical power to increase the reach and strength of your spin attack.

AFTER DEFEATING ODOLWA

THE DEKU PRINCESS

Trapped inside the body of Odolwa was a mysterious being. By defeating the masked jungle warrior, you were able to free the creature. After it teaches you the song, Oath to Order, you'll appear magically at the exit of Woodfall Temple. The rustling that echoes from the chamber in front of you is the sound of the trapped Deku Princess struggling to free herself. Slash away the curtain of vines hanging in front of the chamber to reach her. She can prove that the monkey her father has imprisoned didn't kidnap her, but she must get to the Deku Palace swiftly before her father begins the punishment. You must deliver her to the king, so use an empty bottle to scoop her up. It sounds strange, but that's the only way to carry her.



The being you freed from Odolwa's body will teach you the song you must play in your final showdown with the Skull Kid.





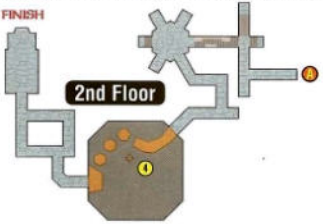


THE BUTLER DID IT

After you unbottle the Deku Princess in front of the king, she'll convince him (in her own forceful way) that the monkey was wrongfully accused. The royal family's butler, overjoyed to see that the princess is safe, will reward your heroism by offering you a prize. You'll receive it in the Deku Cave, so exit the palace and hop along the lily pads outside the western walls of the kingdom. In the cave, you'll race with the butler to win the Mask of Scents, which will help you sniff out mushrooms that Kotake the hag needs to brew up healing potions.











To clear the gaps between the sawed-off treetops, make your leaps as Link, since he can jump farther than he can when he's a Deku Scrub.



Walls of fire ignite when you approach certain areas in the flame maze at point 3. The orange lines on the map reveal where you'll get burned.



As a Deku, you can hop across water quickly. Changing forms takes hardly any time, so put on the Deku Mask when you reach the stream.

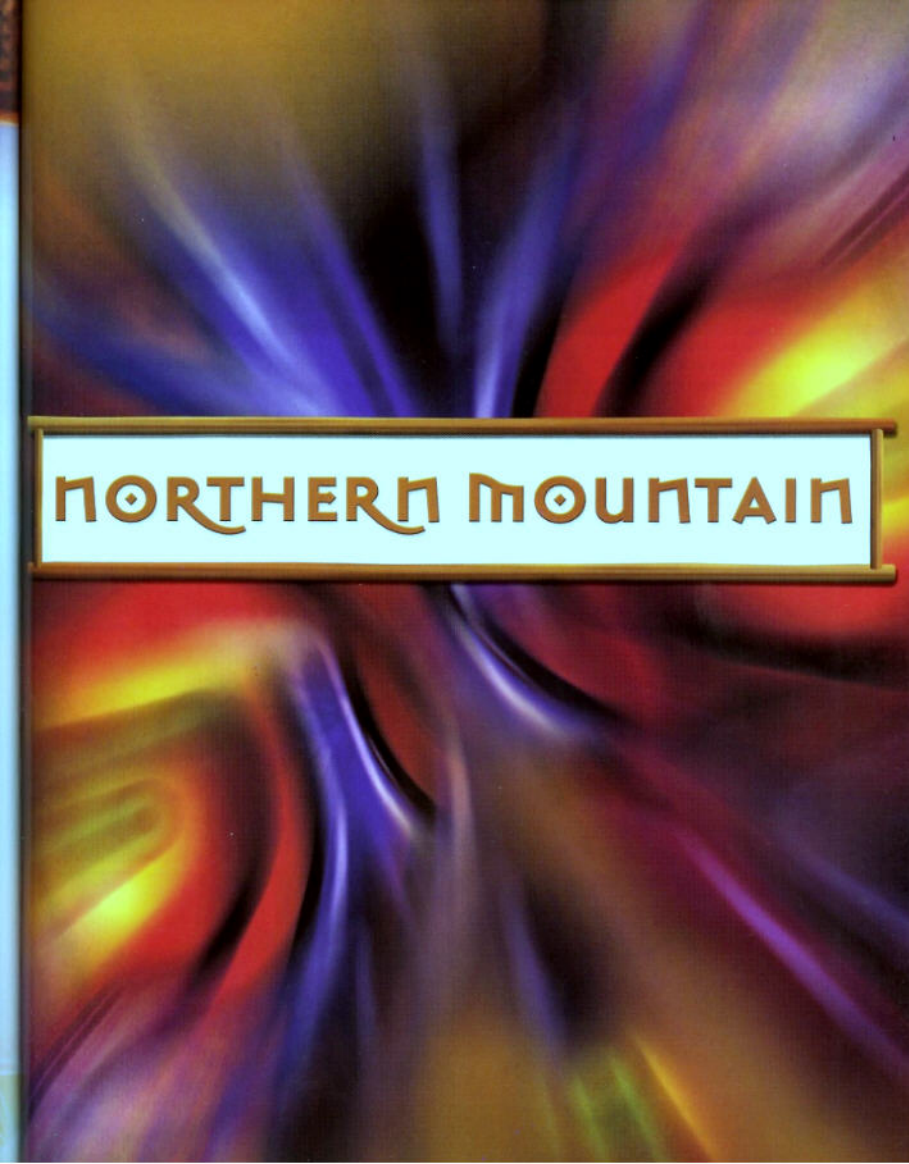


As Link, you'll be able to make the jumps to the treetops, but you must first shoot the switch with an arrow to extinguish the flames.



START

TO DEKU PALACE page 37


NORTHERN MOUNTAIN

MOUNTAIN VILLAGE

To the north of Clock Town loom mountains dusted in white. Winter doesn't seem to be leaving the mountains any time soon, and it's all a result of foul play by the Skull Kid and Majora's Mask. The second dungeon lies somewhere beyond the village, but before you'll be able to chill there, you'll need to get past the ice barricade that blocks your way.



GORON GRAVEYARD
HOT SPRINGWATER

TO SNOWHEAD page 53

x20
available in springtime

FROG
appears in springtime
When spring arrives, a frog will be hopping on one of the lily pads in the pond. By using Don Gero's Mask, you can gather a choir of them in the pond.

accessible in springtime

GROTTO
x20
accessible in springtime
Once you've defeated the boss in the mountain area, spring will arrive and the tunnel will be accessible.

accessible in springtime

TINGLE
ROMANI RANCH MAP 40
SNOWHEAD MAP 20

TO GORON RACETRACK page 61

available in springtime x20

TO GORON VILLAGE page 50

GROTTO x20
HOT SPRINGWATER

available in springtime

MOUNTAIN SMITHY
open 24 hours
1 FORGING 100

SECRET GROTTO
BOMBCHU

To TERMINA FIELD page 30



THROUGH THE NORTH GATE

To reach the Mountain Village, exit Clock Town through North Clock Town's exit. Beyond the city gate, the temperature of Termina Field drops to numbing lows, causing the land to be frozen in ice and snow. Dodongos guard the frosty entrance to the Mountain Village, and a few sword slashes to the tail will put them on ice. Once they're out of your way, head up the ramp leading to the village.





BREAKING THE ICE

A wall of ice blocks the entrance to the Mountain Village. Don't touch it since contact with the barrier's extreme cold will harm and briefly freeze you. Shatter the ice wall's chances of hurting you by aiming your bow at the icicle hanging above it. Two hits from your arrows will send the icicle crashing into the wall, breaking it to pieces and opening the way to the mountains.





BOMBING RUN

Giant snow boulders prevent you from getting very far along the mountain pass. You must bomb the barricade to blast your way in, but you'll need a bomb bag before you'll be able to carry any bombs. Visit the Bomb Shop in West Clock Town to purchase the sack for explosives.



WINTER OF THEIR DISCONTENT

Everyone in the Mountain Village anxiously awaits the arrival of spring. The cold has turned the sun-loving mountain dwellers' world on its ear, and the indigenous Gorons are having a particularly hard time handling the weather. One of them, a very hungry Goron, is stranded atop an ice ledge. You won't be able to help him until you've learned the Goron Lullaby.



Stranded on an ice ledge is a shivering Goron who wants food. To satisfy his hunger, you must retrieve the food stashed in the Goron Shrine's chandelier.



Swing your sword to swipe at tiny snowballs. Inside many of them are magic-replenishing magic jars.



Inside the Mountain Smithy chalet are Gabora and Zubora whose work has frozen to a halt ever since the cold iced their hearth.

HELP FROM TINGLE

Cross the wooden bridges connecting the snow banks to continue your trek to Goron Village. Along the way, shift your gaze skyward to spy Tingle hanging from his red balloon. Shoot him down so you can buy a map for the area, then continue trudging through the snow and past wolves to enter the land of Gorons.



Tingle appears in every land. Shoot him down to buy a map for the region you're exploring.



The White Wolfos will appear on various snow banks. Slash it and avoid its paws or it might knock you off the snow bank.

GORON VILLAGE

Populated by a race of rock-eating creatures, the village has been like a ghost town ever since the friendly Gorons holed themselves up in the snowbound Goron Shrine. The Gorons are friendly, but they haven't warmed up to the bitter cold. They've already lost one of their most revered heroes who went to investigate the cause of the blizzard, and their cabin fever is intensifying to an intolerable pitch.



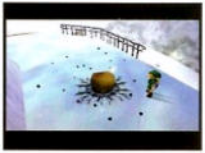
INTO THE GORON SHRINE

Since the Gorons weren't born in a barn, they make a point to keep the front door to their shrine tightly shut. The cold seeps into their homestead when the door is open, so a gatekeeper operates the entrance beneath his station atop the footpath. If you ask to enter the Goron Shrine, he'll curl up and pound the ground with seismic force to open the door for you.



By curling up and then plopping onto the ground, Gorons can quake and shake open the door to the Goron Shrine. When you have the Goron Mask, try the maneuver when you're at the front door.









LONE PEAK SHRINE
x28
x50

BOMB SHOP
POWDER KEG 100

GORON SHRINE

On Days 2 and 3, the gatekeeper who opens the Goron Shrine will be in a snowball rolling along the path encircling the village. If Link has a Fire Arrow, he can melt the snowball and free the Goron.

DEKU SCRUB
BIG BOMB BAG 200

TO MOUNTAIN VILLAGE page 48

THE LENS OF TRUTH

The owl will greet you when you reach the cliff facing Lone Peak Shrine. Once the wise bird takes wing and flies across the chasm, the feathers it sheds in flight will land seemingly in midair. In reality, the feathers have landed on invisible platforms. Jump to wherever you see feathers to cross the gap without falling into the void. When you reach the Lone Peak Shrine, enter the cave and open the treasure chest to find the Lens of Truth, a magnifying glass that relies on your magic power and enables you to see things invisible to the naked eye.









Things you wouldn't normally be able to see become clear once you gaze through the Lens of Truth. Use its magical power to see the phantom Skulltula in Lone Peak Shrine and the invisible platforms on your return trip.

DARMANI'S GHOST

When you return to the owl's perch across from Lone Peak Shrine, look at the circular shadow on the ground using the Lens of Truth. Your magical vision will allow you to see a Goron ghost who wishes to be lain to rest. The ghost, Darmani, will lead you to his grave. Use the Lens of Truth to keep an eye on him as you follow.







The Lens of Truth will drain your magic supply as long as you're looking through the supernatural magnifying glass. Refill your magic by slashing tiny snowballs during your hot pursuit.

A SPIRITED CHASE TO GORON GRAVEYARD

Darmani will lead you to the stream near the Mountain Smithy in the Mountain Village. To cross the stream quickly, put on the Deku Mask and skip across the water's surface. Once you're on the other side, peer through the Lens of Truth and look up at the cliff wall to see the ladder leading to the top. Climb it, then enter the cave to reach the Goron Graveyard.







Cross the stream in the Mountain Village, then use the Lens of Truth to spot the rungs of the snow-covered ladder you must climb to reach Darmani's resting place.

REST IN PEACE

Darmani, the proud hero who trekked into the cold to investigate the freezing winds blowing in from Snowhead, botched his quest and is pained to be no longer among the living. He's haunted by the ghost of his failure and begs you to heal his suffering. Lay him to rest by playing the Song of Healing. In return, you'll get the Goron Mask, which will enable you to inhabit Darmani's body.





GORON SHRINE



TO GORON VILLAGE page 50

GORON SHOP

Winter Prices

ARROW x10	40
BOMB x10	40
RED POTION	80

Spring Prices

ARROW x10	20
BOMB x10	10
RED POTION	50





On Day 3, you'll find the frozen Goron Elder in a snow boulder near the stream flowing in front of the Mountain Smithy.

CRY, BABY, CRY

Shrieks and cries reverberate throughout the Goron Shrine. The source of the deafening wails is a Goron baby who misses his father, the Goron Elder. The feeble Goron leader who's the father of the baby with lungs as powerful as a Goron punch is frozen in a snow boulder. You'll find him iced somewhere in the Mountain Village, and you must find him before you'll be able to silence the baby.





The crying baby wants his daddy, but his father's frozen in one of the snow boulders in the Mountain Village. On Days 1 and 2, the Goron Elder will be chilling in the area where Tingle is. Tat! will glow green when you approach the snow boulder containing the baby's frozen pop.



As Darmani, punch the snowball to uncover the Goron Elder. Return to the Goron Graveyard and push Darmani's gravestone to unclog the hot springs in the tomb. Bottle some hot springwater, then race back to the elder before your water cools. Pour the hot springwater on the frozen Elder to defrost him. To make things even more convenient, defrost the ice blocking the hot springs grotto close to where Tingle hovers.

GORON LULLABY

Once you've melted the Goron Elder free, he'll talk to you. As long as you've spoken to his son, the Goron Elder will teach you the Goron Lullaby Intro. When you play the song to the Goron baby in the Goron Shrine, the toddler will teach you the rest of the tune before its melody puts him to sleep.





SNOWHEAD

If you take the uphill path next to the owl statue in the Mountain Village, you'll reach Snowhead, the icy peak where the subzero winds that are freezing the region originate. The slippery climb to Snowhead is steep, so only a quick-rolling Goron will be able to handle the ascent. Having magic will help, too, since you'll need enough speed to clear some gaps in the mountain path.



ON A ROLL

As a Goron, curl up, then roll up Snowhead's steep path. When you've built up enough speed, spikes will sprout from your roly-poly body, and that's the only velocity that will carry you across the ramps and over crevasses.



40 WINKS OF AN EYE... OF THE STORM

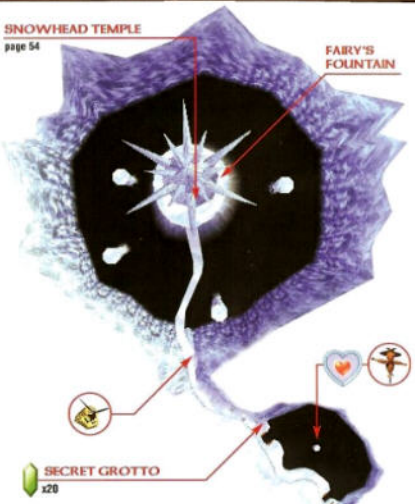
Strong gusts blow you backward as you try to trudge across the narrow ice path. The source of the gale is an oversized, invisible Goron. Stop the windbag's heavy breathing by putting him to sleep with the soothing sounds of the Goron Lullaby.







Use the Lens of Truth to see the source of the gusts. Once you play the Goron Lullaby, you'll be able to cross the ice bridge.





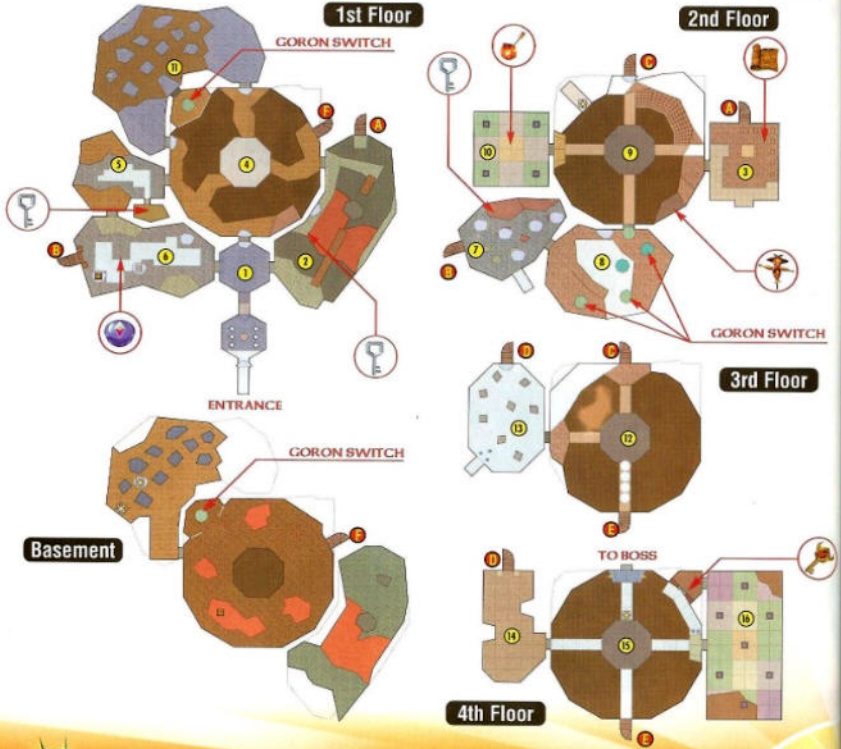


As you ascend the winding ice path, snow boulders will roll toward you. Avoid getting flattened by smashing them with a Goron punch.

SNOWHEAD TEMPLE

Snowhead Temple is a blustery maze of ice, snow and nasty enemies. You'll also discover a very useful item in its depths: the Fire Arrow. Use it to melt blocks of ice, light torches and inflict heavy damage on unsuspecting Eenos. You'll need to use your Goron Mask often, mostly to move heavy blocks, but also to leap chasms and pound particularly stubborn switches. Take heart, and keep one eye fixed on the map below.





1 BLOCKED OUT

The first block is too big for Link to handle, so strap on the Goron Mask and do some pushing. Inside you'll find a White Wolfos. Remove the mask and wait for its attack, then strike it in the tail with your sword.



2 ROLL ON

Here you'll encounter a narrow, rickety bridge with a large gap. Back up as far as you can, then do the Goron roll. You'll fly over the gap and land safely on the other side. Remove the mask, then leap to the nearby ledge and go up the stairs.



The Goron roll is a speedy, but wobbly, mode of transportation. Stop rolling just before you land, or you'll go careening off the edge.

3 MAP TIME

Room 3 contains the Dungeon Map. You'll find it in a treasure chest to the left of the doorway. Grab the map and beware of the Real Bombchu as you make your way to room 4.



4 GO TO YOUR ROOM(S)

Room 4 is the heart of Snowhead Temple. You'll spend a lot of time there, much of it running back and forth through its many connecting passageways. Many of the rooms are unreachable until you've performed a certain task in another.



There are a lot of ledges in the dungeon, so walk slowly and try not to fall. You'll never get trapped, but climbing back up is a major inconvenience. If you do find yourself plummeting to your doom, be sure to roll when you hit bottom to soften the impact.

5 ROOM 5 IS KEY

Take out the Ice Keese, then pull out the stones on your left and grab a key. Move the stones to the space farthest from the door to make a treasure chest appear. Leave it for the time being.



4 OUT OF THE FRYING PAN

Leave room 5 and turn right. Aim your arrow at the block of ice and position it so the missile passes through a torch. The arrow will catch on fire and melt the ice, allowing you to go inside.



6 BOMB THE WALL

Eliminate the Wolfos, then open a chest to reveal the compass. Next, walk over to where the wall looks cracked. Bomb it to reveal a passageway to the second level. Head up the stairs.



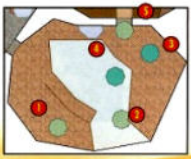
7 FALLING ICE

Look up, then use your arrows to dislodge the icicles. They'll fall and break the ice blocks below them, allowing you to reach a ledge. Once there, don the Goron Mask and break the big snowball for a key.



8 THE RUNAROUND

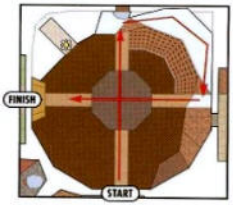
Room 8 demands speed. Put on the Goron Mask, then use the Goron stomp on switch 1. Remove the mask and leap across the gap. Put the mask on and stomp switch 3. Then run to switch 2, stomp it, climb onto column 4 and head for the doorway you've opened.





9 SHAKE, RATTLE AND ROLL

Getting to the next room is a three-step process. First, curl up and jump straight across to the landing on the far side. Then use the Goron roll and travel along the wall with the snowbank. Don't get too close to the bottom edge, and stop moving as soon as you leave the snow. Finally, curl and roll straight across one more time to make it to the door.







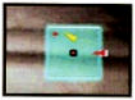


If you wobble too much while rolling on the snow, you'll end up in an industrial-strength Goron safety net. Climb out and try again.

10 GET THE FIRE ARROW

Wizrobe will appear at various spots around the room. Wait for him to begin to spin around, or he'll vanish when you try to attack him. Once he spins, let him have it. If you have the Bunny Hood, wear it and use your sword; otherwise, use arrows. After a few hits, he'll begin to fly around the room. Keep watching for the spinning version and attack it to make Wizrobe go down with a whimper and the Fire Arrow yours.





If you get the compass, your map will show the true Wizrobe, even when there are more than one.

2 BURN, BABY BURN

Return to room 2 and use your Fire Arrow to melt the Freezards and the block of ice by the sidewall. Behind the block is another Freezard. Grill it well-done to earn a small key.



4 YOU MELT MY HEART

Once you have the Fire Arrow, you can enter all the doors that were previously blocked by ice. Go to room 4 and turn left, then use your arrows to demonstrate the miracle of evaporation.



11 LIGHT MY FIRE

Melt the Freezards with your Fire Arrow to summon a treasure chest, then use the arrow to light all three torches and open the locked door. You'll have to be quick—they burn for only a short time. Position yourself in the middle of the torches so you can aim with the least movement.





4 THE GORON POUND

Only someone as heavy as Darmani can slam the circular switch. Don the Goron Mask, then climb on top and perform the Goron pound. The pillar in room 4 will suddenly get a lot taller.



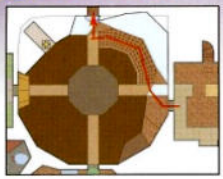
3 A FREEZARD, A BOMBCHU AND A REALLY BIG SWITCH

After pressing the switch, go to room 3 via rooms 11, 4, 1 and 2. Get on the small block in the middle of the room, then look up. You'll see a Freezard and an eye switch. Shoot them both with your Fire Arrow to make the stone you are standing on move up and down. Use the stone to reach the third floor. You'll have to leap over as Link—the Goron jumping ability isn't very good without a head start.



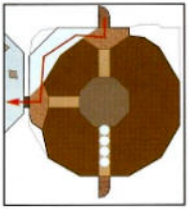


9 NET GAINS



You could use the Goron roll and skid across the snow, but why bother? Jump into the net and walk across. Climb out, melt the large chunk of ice blocking your way, and go up the stairs.

12 ICE AND SNOW



By now you should be getting pretty good at the Goron roll. Use it again and move right, stopping your roll as soon as you touch the ledge. Use the small key to open the door—then it's onward and upward.

13 TICKLE ME EENO

There are two kinds of Eenos: small and big. The big Eeno will turn into smaller ones if you strike it with the sword. Avoid the problem by using a Fire Arrow and melting it with a single blow.



14 DINOFOLS

The two Dinofols are fast and strong. Put on the Goron Mask, then do a Goron pound every time they get close. You should be able to take them out with little difficulty using that method.



15 WHAT A VIEW!

It's a long way down. Luckily for you, there's no rolling required. Step carefully to the edge and peer over just to get a sense of the dizzying view, then head straight through the door.



16 WIZROBE'S RETURN

Not content with losing the last encounter, Wizrobe again challenges you to battle. Use the same strategy as before, but be aware that he sometimes materializes on a ledge. When he does, you'll have no choice but to attack him with your arrows. Defeat him to get the Boss Key.





9 COLUMN CLOBBERING

After retrieving the Boss Key, go to room 9 via 14, 13 and 12. You'll be faced with two blue sections of pillar. Put on the Goron Mask and give the pillar a punch. A section of it will skid away, dropping the remaining segments down a notch. Punch the second blue section, then head back to room 12.





12 PUNCH AGAIN

Roll across the snow then head upstairs. Punch the blue segments again and watch them fly. Head back to the newly shortened top of the pillar. You'll see a group of snowballs. Punch the snowballs and go up the stairs to your final obstacle.





15 LAST JUMP

There's only one more jump, and it's a doozy. Give yourself as much of a head start as you can, and hold the Controller rock steady—a missed leap requires a long hike back up.



MASKED MECHANICAL MONSTER GOHT

When you first see Goht, it'll be encased in ice. Once you free it, Goht will begin to run madly, trampling everything in its way. Power up your Goron roll and charge after the bull. Roll under its legs and wobble from side to side, using your spikes to inflict damage. Goht will ricochet lightning off the wall and into you; turn sharply to avoid it. As you keep ramming Goht, it will drop bombs while ceiling chunks fall into your path. Keep rolling into Goht and cruise over vases to maintain your speed-boosting magic.



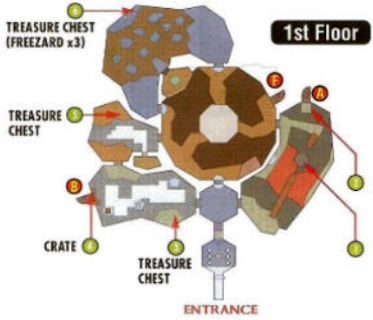


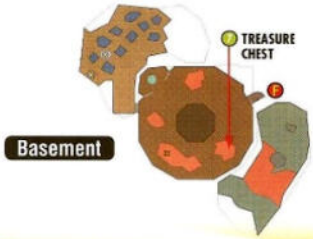
If you stand in the entryway, you can fire arrows at Goht when it charges by. It'll take longer to defeat the bull, so you might want to keep things rolling by attacking as a balled-up Goron.

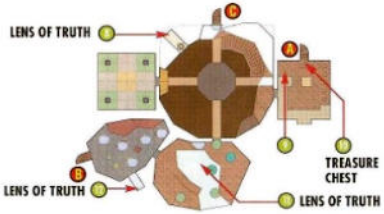


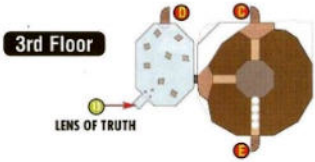


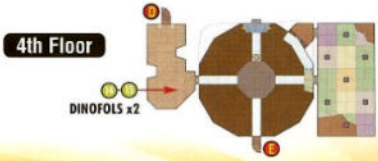
FAIRY FINDER







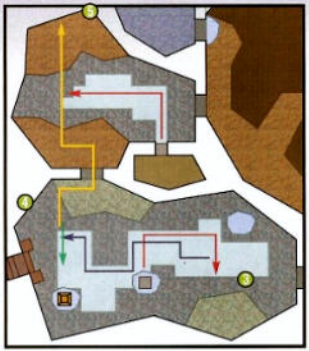








Two bubbles with fairies inside reside in room 2. Shoot them both, then use the Great Fairy Mask to attract them to you.



To find fairy number 3, look for the gold switch in the corner of the room. Step on it, then move the block as demonstrated by the red arrow on the map to the left. Jump on the ledge to get the fairy.



There are two pillars in the room. Move the stone block along the path of the blue arrow to jump to the empty pillar, then jump on top of the crate and do a Goron pound.



To find fairy 5, first get fairies 3 and 4. Leave the block where the blue arrow points and go north to room 5. Move the block along the path of the red arrow, return to the southern room, jump to the ledge and open the chest.



If you fall from the central chamber, you'll end up in lava. At some point, step on the gold switch in the lava. You'll get a chest that contains a fairy.



There's a Deku Flower near Goht's Lair. Look left through the Lens of Truth to find a hidden cave, then use the flower and slowly drift down.



There are two fairies in the room. One just hangs out in the corner, the other is up invisible stairs. Use the Lens of Truth and climb carefully.



A fairy is near the ceiling of the room where you needed to Goron-pound a number of switches. Look up with the lens to find the stray.



Use your Lens of Truth again. You can usually locate the hidden caves by looking for small, white patches on the sides of cave walls.



A fairy is in a bubble. Ready the Lens of Truth and the Great Fairy Mask, then let an arrow fly.



GREAT FAIRY'S GIFT





If you manage to rescue all the fairies, the Great Fairy will be so pleased she'll double the amount of magical power you can use! While rescuing fairies is optional, the game will be most difficult without her gift.

AFTER DEFEATING GOHT

THE HILLS ARE ALIVE...WITH FROGS

With Goht's defeat, the mountain will be freed from its icy bonds and springtime rituals can begin in earnest. If you've attained Don Gero's Mask—and shown it to all the frogs you encounter in the game—you'll be greeted by a willing chorus of amphibians when you beam down from your victory on Snowhead.



THE BIG BANG

If you think you know a thing or two about bombs, think again. The average Goron has forgotten more about blowing things up than the best Hyrulean demolitions expert will ever learn. The Goron master of explosive disaster has set up shop in the side of the mountain to sell his most destructive creation, the powder keg. Pass his test so you can use the big bombs throughout the game.







Pick up the powder keg then toss it to the top of the ramp. Roll up the ramp then repeat the process until you make it to level ground.



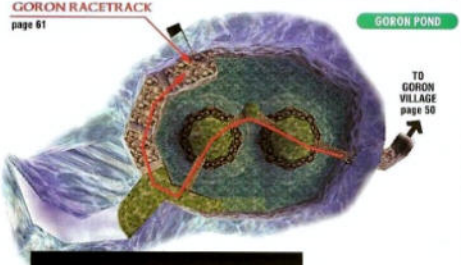
Carry the keg out of the Goron Village then across the foot bridges. The clock is ticking, so you should keep moving and avoid the Wolfos.

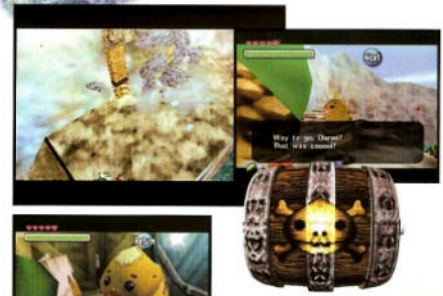


Toss the keg and roll up the ramps leading to the Goron Racetrack, then position the powder keg near the big boulder blocking the entrance.



Remember to return to the bomb master after you successfully open the racetrack entrance. He'll give you a powder keg and certify you as a competent bomb handler.

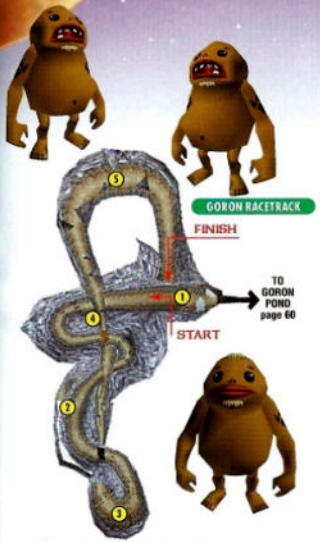




An opportunistic Goron has set up a shadow business in the West Clock Town Bomb Shop. He'll part with one powder keg at a time for the sum of 50 Rupees.

PAPA WAS A ROLLING STONE

The Goron Racetrack will be open for business after you blast the boulder clogging its entrance. Once you go inside, you'll see a gaggle of Gorons limbering up for the competition. The elder's hero-worshiping son is also waiting there to goad you into entering the race.







1 GET SET...ROLL!

The race is the extreme version of standard Goron transit: Curl into a ball then roll the direction you want to go. When you pick up speed, your body will sprout sharpened spikes—giving you extra traction and the ability to destroy objects, such as vases filled with magic power-ups that might be in your way.





Don't jump the gun. Try to time your takeoff so you have maximum speed off the line but avoid false starts.

2 CATCH AIR

The straightaways on the course are filled with ramps that can help you or hurt you, depending on your momentum. When you approach the ramps at full speed, they'll launch you into the air. If you try to climb them after a slowdown, then they'll slow you down even more. Avoid contact with walls and other racers to minimize the problem.



3 TRUNK TWISTS

The groundskeepers at most racetracks would eliminate any trees growing in the middle of the track. The Gorons have been busy shivering, so you'll have to cut them some slack. Weave through the trees to avoid slowdowns.



4 GORON KNIEVEL

A ramp near the end of the course will nearly put you into orbit if you hit it with enough speed. As on all the jumps, think about where you need to go when you hit the ground—you're approaching an important turn.



5 AT THE TURN

The sharp cutback before the finish of the race will finish you if you don't prepare for it. Fight for inside position at the turn, but not at the expense of a costly collision. You won't win the final kick if you stay to the outside.



Bumping is commonplace on turns, but you should try to minimize contact. One good hit will turn your face into an emergency brake.



You're into racing for love of the sport, of course, but you won't turn down a prize if you win. You're sure to find a use for some primo gold dust.

Running the Arms Race

Your Kokiri Sword has served you well in your adventures, but you shouldn't let sentimentality keep you from using the best available weapons. The Mountain Smithy can upgrade your forest blade by forging custom cutting tools that will make short work of enemies. Investing in your blade is pricey and time consuming but will pay dividends in battle.









Razor Sword

Arguably the coolest looking blade of the bunch, the Razor Sword is as sharp as its namesake. The Mountain Smithy uses cutting-edge technology to hone the blade to hair-splitting sharpness. The catch is that the price is steep—100 Rupees—and the results are fleeting. You can use the blade only 100 times before it loses its edge.





The downside to owning a Razor Sword is you can use it only 100 times before you need to sharpen it again. Upgrade to a Gilded Sword if you can.

Gilded Sword

When you're ready for the finest sword money can buy, return to the Mountain Smithy for the Gilded Sword. All that is needed is a sharpened Razor Sword and a bottle of gold dust. The steel smith will then begin a mysterious, day-long process that somehow renders gold stronger than steel. The edge of the new blade will never grow dull, so you needn't return to have it sharpened.



To foot the cost of the upgrade, deposit 200 Rupees in the bank for an Adult Wallet.



You'll need to master the art of powder keg management to attain the Gilded Sword.



A Fire Arrow will melt the ice on the smithy's forge, allowing him to sharpen swords.



The Razor Sword costs a steep 100 Rupees and takes a day to produce.



Defeat Goht to bring springtime to the mountains, then return to Goron Village.



Use the powder keg to open the racetrack, then win the race to receive gold dust.



Take the valuable dust to the smithy so he can upgrade your sword for "free."



Return the next morning for your new sword. The smithy will keep any leftover gold.

The Dodongo Scale

Kokiri Sword	12 hits
Razor Sword	6 hits
Gilded Sword	4 hits

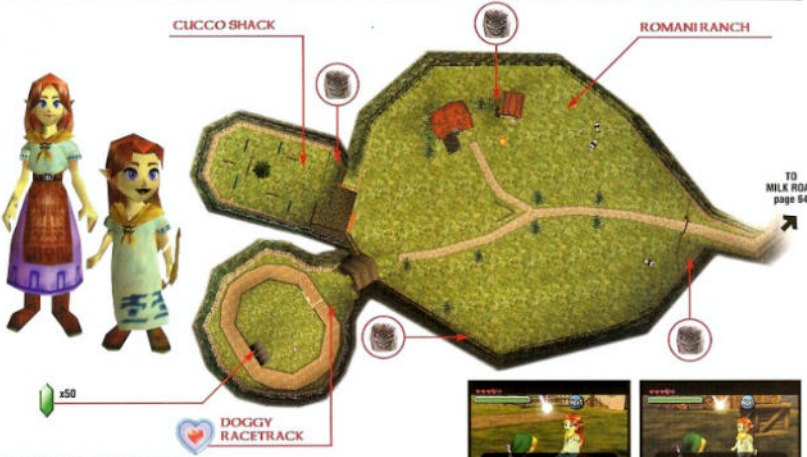


The best test of a sword's relative strength is the number of swipes required to defeat a Dodongo. By that measure, the Gilded Sword is three times stronger than the Kokiri Sword.

ROMANI RANCH

Once you've learned how to use powder kegs, you'll be able to blast a way through Milk Road just southwest of Clock Town. Down the road is Romani Ranch, which produces the finest milk in the land—for as long as its cows hold out. The nighttime livestock abduction casts an ominous shadow over the happy operation, but don't let the mysterious circumstances put a damper on your reunion with Epona who's corralled at Romani's stable.





INSTANT GRAVEL

The only route to Romani Ranch is closed because there's a big boulder in the middle of the road. A worker is dutifully chipping away the rock with a pick, but you don't have time to wait for him. A powder keg will open the road in a heartbeat. When you're done, take off your Goron Mask then head for the ranch. If you reach it on the first day, Romani's clan will welcome you with open arms. On the second and final days, the family will be too traumatized to talk.

You'll find Romani practicing her archery near the house. The little girl has a big problem: Mysterious creatures are stealing her family's dairy cows under the cover of night.





Inside the ranch, you'll see your horse, Epona, for the first time since the Skull Kid kidnapped her. Romani has been taking care of her.



A SADDLE SONG

It seems you arrived just in time to help Romani with her plan. Despite her sister Cremia's skepticism, she intends to protect her cows from supernatural thieves come nightfall. As her assistant, you'll be expected to fend off the intruders with your bow. Complete her practice session to receive Epona's Song. Its lilting melody calls your horse to your side when you need her.







A successful practice depends on your dexterity switching between bow view and riding view. When you switch to bow view, Epona will continue moving.

ROUGH RIDERS

While the Gorman Track sits just a short distance from Romani Ranch, the attitudes of their respective proprietors are light years apart. The sniveling brothers who run the track are always looking for easy money, so they'll have Rupee signs in their eyes when you ride up on Epona to talk to them. For a 10-Rupee charge, you can race them around an obstacle-laden track for an undisclosed prize.



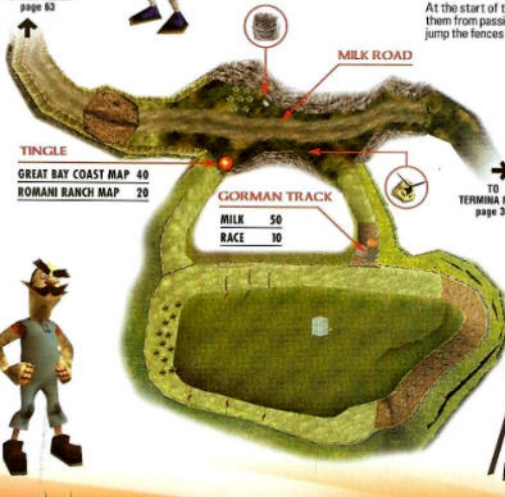






At the start of the race, use the carrots to get in front of the brothers then block them from passing you as long as you can. They'll go around obstacles, so you can jump the fences to make up time.

TO ROMANI RANCH page 63

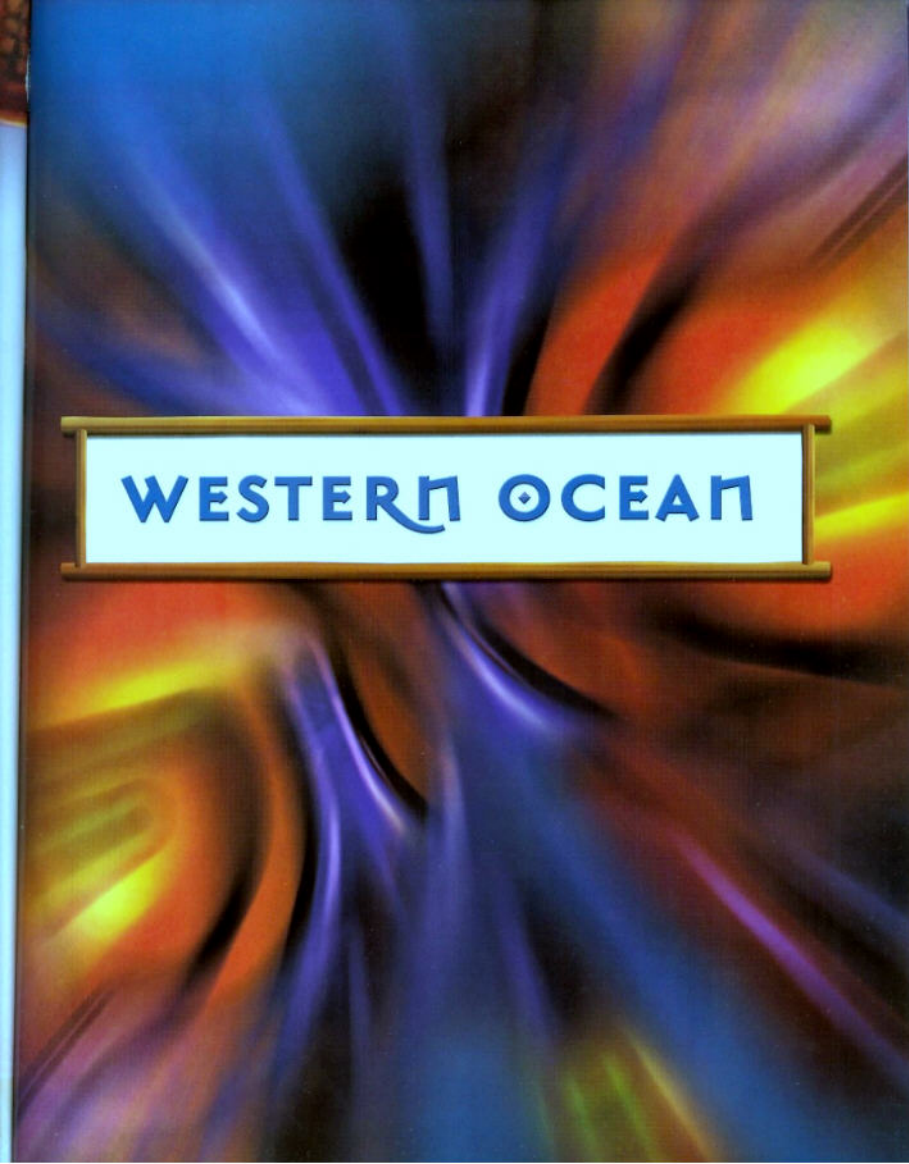




The Gorman brothers will reluctantly hand over the Garo's Mask if you defeat them. The mask will allow you to summon the ninja spirits of Ikana.



The Gorman brothers are making a tidy profit from their milk business. It's unclear where they get it.


WESTERN OCEAN

GREAT BAY COAST

The sandy seaboard to the west of Clock Town harbors the Zoras, a race of aquatic beings that can breathe underwater. Pirates also call the western ocean home, and the band of all-female swashbucklers has stolen a batch of Zora Eggs. To make matters worse for the fish folk, the lead singer of the Zora band, The Indigo-Go's, has lost her voice just days before she's scheduled to perform at Clock Town's Carnival of Time.









JUMPING GAME
7:00 a.m. - 4:00 p.m.
7:00 p.m. - 4:00 a.m.
(after defeating Gyorg)
1 PLAY 20

TO PIRATES' FORTRESS page 76

GROTTO
MILK

PINNACLE ROCK page 73

OCEANSIDE SPIDER HOUSE page 74

TO TERMINA FIELD page 38

MARINE RESEARCH LAB

GROTTO x20

TINGLE
GREAT BAY COAST MAP 20
STONE TOWER MAP 40

FISHERMAN'S HUT

ZORA HALL page 68

x20

SECRET GROTTO
BOMBCHU

WATERFALL RAPIDS page 82

x50

FAIRY'S FOUNTAIN

x20

GALLOPING TO THE BEACH

To spend a day or two (or three) at the beach, call your horse by playing Epona's Song. Only on horseback will you be able to jump over the fence that blocks the sandy path to Great Bay, so giddyap and go for it. Ride Epona over the barricade, then head to the water's edge. Tatl will notice a flock of seagulls circling over an object in the water. Jump in as Link to investigate the flotsam.





WHILE MY GUITAR GENTLY WEEPS

The object floating in the water turns out to be The Indigo-Go's Zora guitarist, Mikau. Grab him and paddle to shore. When the two of you reach dry land, Mikau will sing you a ballad about the missing Zora Eggs and how he failed to recover them from the pirates. Floundering on his last fins, Mikau will sing you his swan song, so sing him a song of your own—the Song of Healing. The notes you play will allow him to pass on in peace, and when he's finally moved on to bluer oceans, you'll inherit the Zora Mask.



Push Mikau to shore to hear his plight. If you play the Song of Healing to him, you'll receive the Zora Mask, which will allow you to inhabit Mikau's body.











TAKING A DIP

Read Mikau's gravestone to find out how to use the powers you'll have when you don the Zora Mask. As a Zora, you'll be able to swim with the swiftness and maneuverability of a fighter jet. Get your feet wet with your new swimming prowess by taking a dip in the bay and heading for the Marine Research Laboratory.

HATCHING A PLAN

The professor at the Marine Research Laboratory will tell you that he needs to care for the Zora Eggs in his temperature-regulated aquarium. The ocean has gotten curiously hot recently, and he fears that the missing eggs will not survive without his care. Find out why the Zoras failed to bring the eggs to him by asking the Zoras in Zora Hall. To reach the waters that lead to the deep-sea auditorium, return to shore and follow the beach south through the natural rock arch.



Talk to the professor to find out about the missing Zora Eggs. He'll tell you your next destination—Zora Hall at the ocean floor.





You can swim to Zora Hall by diving into the section of ocean beyond the archway. On your way to it is a pot-breaking game. If you can shatter all of them in one deft swipe, you'll win Rupees.

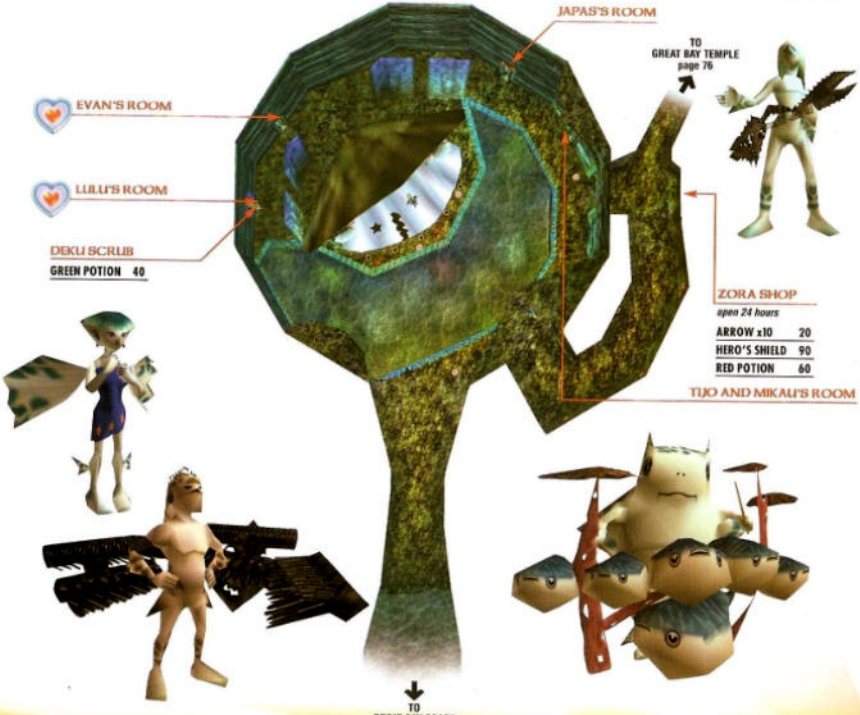


Ride Epona across the shore to avoid beachfront casualties, since enemies can't harm you when you're on your horse.

ZORA HALL

The Zoras' performance hall sits at the bottom of the sea. The Zora band, The Indigo-Go's, has been trying to rehearse there, but the group's singer, Lulu, has lost her voice while guitarist, Mikau, has vanished altogether. To uncover more of the backstage goings-on, dive to the ocean floor and explore the Zoras' grand theater. Inside, you'll find out that being a deep-sea rock musician is a lot harder than you ever could have fathomed.





TWO WAYS TO ZORA HALL

As you swim to the ocean floor to reach Zora Hall, zap the Skull Fish and Like Likes with your Zora shield. Enter the hall by swimming into the underwater entrance or surfacing onto its rear ledge. If you take the back way, you'll find Lulu, the "singer girl" who's lost her voice and eggs.







The Indigo-Go's singer, Lulu, stares out to sea from the rear platform of Zora Hall. The doorway there leads into the auditorium.



Press and hold B to sink to the bottom of the ocean. When you touch down, you'll be able to launch your boomerang fins, which work well against Like Likes.

THE SOUND OF SILENCE

If you wear the Zora Mask, everyone in Zora Hall will assume you're Mikau. Talk to all of your bandmates who are in their dressing rooms near the stage. In Lulu's room, you'll find her diary, which details the events leading up to the loss of her voice, and in Evan's room, the keyboardist will tell you that you'll need to bottle the Zora Eggs that are hidden in the Pirates' Fortress.







The Indigo-Go's manager, Toto, is Madame Aroma's guest in the Mayor's drawing room back in Clock Town. Unless Lulu gets her voice back, his band won't be able to play the Carnival of Time as scheduled.



When you notice Lulu's crazed fan trying to break into her dressing room, he'll flee to the hall's balcony. All he wants is a pictograph of Lulu, and he'll pay you for it. He'll offer five Rupees for a basic shot of her, and 20 if you have a pictograph of her when her voice has returned and she's happy.



The lighting technician needs help setting the mood for The Indigo-Go's rehearsal. Use your Fire Arrows to light the upper braziers in the hall. If you can get them fired up at the same time, the Zora will pay you five Rupees.



The sound technician needs to check the levels on Mikau's guitar. Play a note or two for him so he can adjust the volume.

INFILTRATING THE FORTRESS

The pirates have plundered Lulu's eggs and are keeping them within the well-fortified bulwarks of their headquarters. The only way to infiltrate the fortress is by breaking into its underwater passage. A Zora hangs out by the fortress wall that overlooks the ocean. If you swim around the corner south of him then dive to the bottom, you'll find several boarded-up sections of sea wall. Swim into them to bust them open.



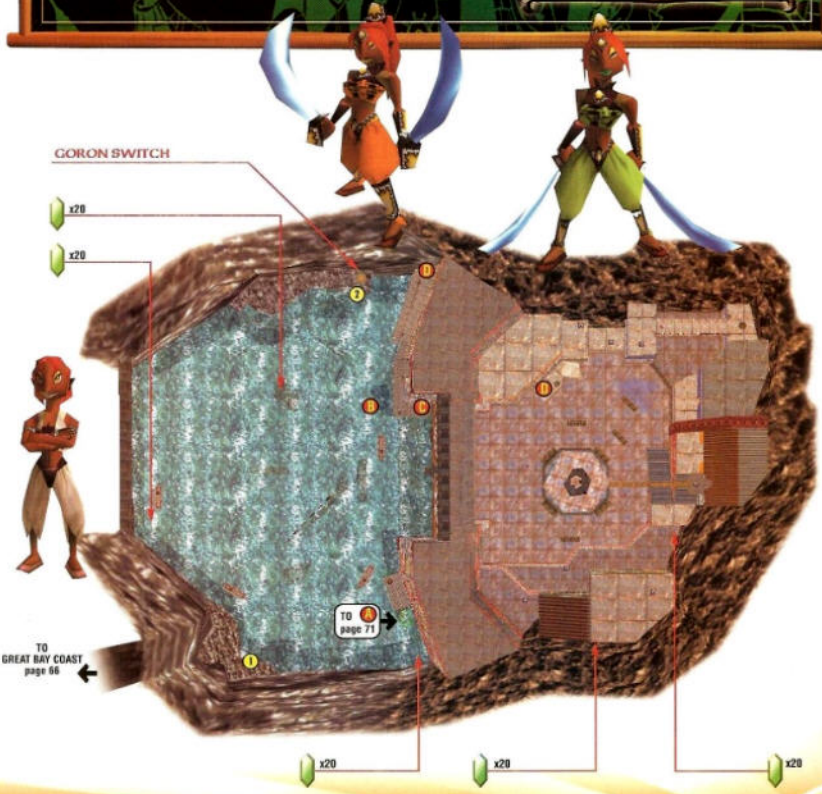


Ram the boarded-up area that's the second from the left. Behind it is the passage leading into the fortress.

PIRATES' FORTRESS

You must find Lulu's seven missing eggs, and four of them are in the Pirates' Fortress. The guards who regularly patrol the fortress will kick you out if they see you. Most pirates won't notice you if you wear the Stone Mask, but if you haven't found the guise yet, shoot arrows at the guards to infiltrate their fortress. Hitting a pirate with an arrow will render her unconscious for a brief moment.





1 BOAT PATROL

Dive into the water as Mikau when no boats are cruising in your vicinity. If you manage to escape their detection, swim to the underwater ramp in the north half of the pool. Slosh up the incline and surface when the coast is clear to reach the switch at 2.





Keep your head underwater while boats sail by. If you peep above the surface when a boat's close to you, the pirate on board will give you the boot.

2 GORON SWITCH

Throw your great Goron weight onto the circular switch. By giving it a good pound, you'll open the underwater gate at A. Swim for it when the guard boats have sailed out of view.



3 PUSHING BLOCKS

By pushing and pulling the blocks and breaking through the wooden barricades on the perimeter to clear yourself a path, you'll be able to reach the rushing current that flows upward. Enter it and float to the next level.





Move the blocks to reach the geyser. To reach the treasure chest in the center of the room, break through the wooden barricades. At the western perimeter, you'll be able to swim up and over the fence surrounding the Rupee booty.

4 6 SURF'S OUT

The currents that rush across the flooded mine trenches will flush you out to the patrol boat area if you're caught in the undertow. Dodge current 4 by walking along the floor and current 6 by swimming along the surface.



5 SWITCHED ON

After dodging current 4, hop onto the ledge and open the door. Walk up the ramp and clobber the barrels on your right using a Goron punch. Using Link's bow or Mikau's boomerang fins, shoot the crystal switch. A direct hit will open the exit in the waterway below.



7 TO THE TELESCOPE ROOM

After climbing the ladder, step on the button on the floor to reveal a crystal switch on the wall. Before the button deactivates, quickly position yourself on top of the drain, then shoot the crystal switch with arrows or Zora fins. When you hit it, you'll unleash a geyser that'll carry you to the telescope room. Take a look to survey the setup and guard situation of the fortress courtyard.





To leave the telescope platform, shoot the mines in front of you. When your projectile causes two of them to clank together, they'll explode, giving you a clear shot at the switch that opens the exit to C.

BEHIND THE FORTRESS WALLS

Once you have infiltrated the fortress, subdue the patrolling pirates with arrows so you can climb to the top of the watchtower. Cross the bridge, then enter all of the lettered doors on the map in alphabetical order.



REELING IN THE HOOKSHOT

Inside A, a Giant Bee will buzz by and fly into the hive hanging above pirate leader Aveil and her mateys. After spying on them through the barred window, clear the pirates out of the room by shooting an arrow into the hive. The bees you disturb will chase the pirates out, and you'll be free to enter at point B. Inside, open the chest to score the hookshot. Fire it into the wooden beam hanging over the clam's tank. When the hookshot reels you up, you'll land in the tank containing the first Zora Egg.







THREE MORE EGGS

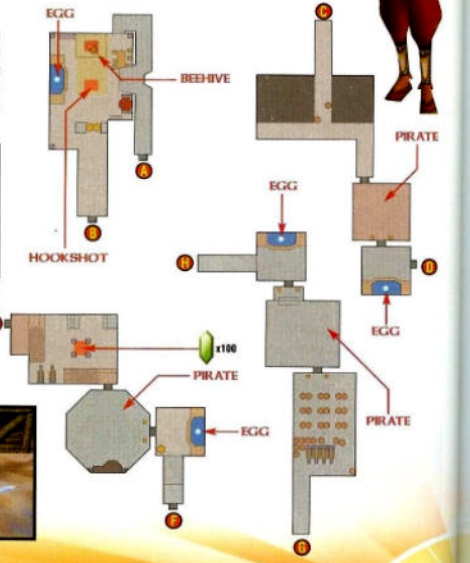
You'll need one bottle to put each Zora Egg in. If you don't have enough bottles, collect as many eggs as you can carry, then release them into the Marine Research Laboratory tank. Return to point 2 on the map on page 70, then fire your hookshot at D on page 70 for quick entry into the fortress. Also, refer to page 82 for info on scoring an additional bottle from the racing beavers.



The hookshot will help you reach the other three eggs. It can latch onto targets and wooden things like chests and ceiling beams.



The pirates have placed each egg in a tank. In the room leading to a tank, you'll duel with one of the pirates.



PICTOGRAPH PERFECT

Before you leave the Pirates' Fortress, snap a pictograph of one of the women so you can give it to the fisherman at your next destination. He wants a picture of a pirate, and any shot will do. Take a pic at your most convenient photo op.



PINNACLE ROCK

North of the Marine Research Laboratory the water thickens into a murky soup. Somewhere in those confusing waters lurks Pinnacle Rock, a tubular passageway that stretches far beneath the seafloor. The dive could very well plunge you into Davy Jones's locker, since the sea snakes infesting the hole will attack anyone who approaches the three Zora Eggs hidden in their lair.

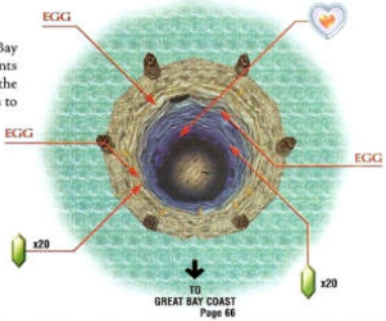


YOUR SEA HORSE GUIDE

Show your pirate pictograph to the fisherman in the hut at Great Bay Coast. If you have an empty bottle, he'll give you the sea horse that wants to be returned to Pinnacle Rock. Release the glowing sea horse between the two columns at the entrance to Pinnacle Rock, then follow it from sign to sign in hopes of navigating the murky maze leading into the hole.







SCRAMBLING FOR EGGS

Dive to the bottom of the hole, then explore each tunnel to find the missing eggs. A sea snake will pop out of the tunnel when you swim near it, so retaliate by shooting your fins or activating your shield. When you've defeated the snake, enter its tunnel to retrieve the egg or other treasure the slithering sea monster was guarding. In one of the tunnels, you'll find the second sea horse. When you reunite the lovesick pair, they'll reward you with a Piece of Heart.





BLAME IT ON THE BOSSA NOVA

Like you did with the four eggs from the Pirates' Fortress, place the three eggs into the tank at the Marine Research Laboratory. Once all seven eggs are reunited, they'll hatch and teach you the New Wave Bossa Nova. If you wear the Zora Mask and play the song to Lulu, her voice will return and the nearby island will reveal itself to be a turtle.



Place the four eggs from the Pirates' Fortress and three eggs from Pinnacle Rock in the Marine Research Laboratory tank to learn the New Wave Bossa Nova.



As Mikau, play the New Wave Bossa Nova. When the turtle emerges, fire your hookshot into one of the trees on its back to hitch a ride.



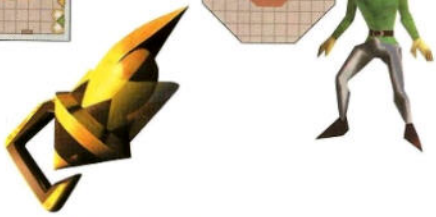
OCEANSIDE SPIDER HOUSE

Were it not for the horrible Skulltula curse upon it, the terra cotta house beside Great Bay would make an excellent vacation home. It doesn't look like much of anything when you first enter it, but a bomb placed near a crack in the wall will open up the basement to intrepid visitors. If you provide a little pest control, someone will buy it. On Day 1, he may even throw in his wallet.





If you have the Captain's Hat, the Stalchildren will reveal how you can reach the Piece of Heart.



BURNING DOWN THE HOUSE

The Skulltulas in the oceanside house are much better at hiding than their brethren in the swamp. Many of them have built strong webs beyond your reach to protect themselves. A ready supply of Fire Arrows will eliminate their cover and help you move from room to room where webs block doorways. The hookshot is also an essential tool in the bug hunt. Use it to snatch Skulltula Tokens from hard-to-reach spots. Another item—the Captain's Hat—isn't required to lift the curse, but it will help you find a valuable prize.



GOLD SKULLTULA LOCATOR

1 2 Two Skulltulas will be crawling on the ceiling of the slippery slope to the basement. Use your hookshot to collect them.

3 A Skulltula is hiding behind a web on the ceiling near the spider fence. Burn the web with a Fire Arrow, then target the creature and its token with your hookshot.



4 Transform into a Goron, then hit the large vase with a hole in its top. A Skulltula will pop out.

5 Burn the web, then use the Goron punch on the vase.

6 The banister blocks you from using the hookshot on a wall-crawling Skulltula, so climb onto a box for a clear shot.

7 Look up to find a Skulltula scurrying around on a rafter. Bring it down with your hookshot.

8 Move the central card catalog out of the way to reveal a deep hole in the wall. Your hookshot can reach the Skulltula inside it.



9 A Skulltula is scurrying back and forth in a tight passage between the wall and ceiling. Climb the nearby bookshelf so you can target it with your hookshot.



10 Something is hiding behind one of the paintings on the wall. Uncover it with your hookshot.

11 12 Slide back a large bookshelf that covers an indentation in the wall. You'll find two Skulltulas back there.

13 Another picture conceals a deep hole, which you can access with your hookshot from the top of a bookshelf.

14 Leap from bookshelf to bookshelf to reach a Skulltula in the corner of the room.

15 Stop halfway down the stairs to spot a Skulltula hiding in the crawl space between the wall and ceiling. Use the hookshot.

16 Slash the Skulltula when it crawls out of the mask.

17 Smash the pot on top of a box to reveal a Skulltula.

18 A cursed crawler hides in yet another deep hole in the wall, but this time it's covered with a web. Burn off the silk with a Fire Arrow, then snag the Skulltula inside with your hookshot.



19 Put on the Goron Mask, then punch the vase.

20 Remain a Goron and smash a box containing a Skulltula.

21 There is something rustling behind the small canoes.

22 A Goron can easily smash the box against the wall to reveal a crawl space. The Link-sized room contains one Skulltula on the low ceiling. It's easiest to use the hookshot.



23 A well-placed Fire Arrow will reveal a Skulltula on a rafter.

24 Climb onto a box to spot a target on the wall. Hit it with your hookshot to pull yourself up to a loft space above the room. A Skulltula is in one of the pots.





25 You could burn the webs on two corners of the ceiling, but it's unnecessary. The Skulltula up there wanders out into the open.

26 Another vase requires a Goron punch.

27 Knock down the picture with your hookshot.

28 29 30 It may be impolite to interrupt the supernatural meeting underway, but a Goron pound on the tabletop is the only way to dislodge the three Skulltulas hiding in the chandelier.



GREAT BAY TEMPLE

Link's next battle takes place inside the Great Bay Temple, a huge maze of one-way currents and seeming dead ends. Hidden deep in the heart of the aquatic temple is the Ice Arrow, which is useful for freezing both water and enemies. You'll spend a good deal of your time in the liquid dungeon as a Zora; make sure you are very comfortable with swimming before attempting the temple.

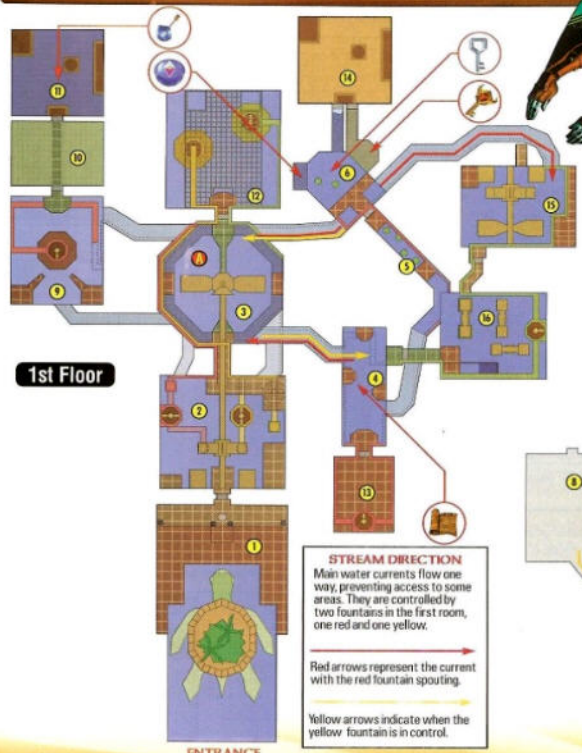






The turtle is your ride to and from the Great Bay Temple. If the dungeon proves to be too much for you, talk to him. He'll take you back to land, and he might even give you some words of encouragement.

1st Floor



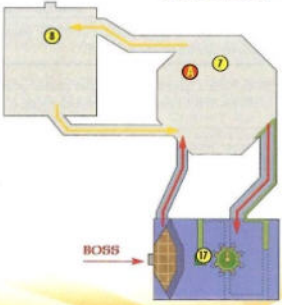
STREAM DIRECTION

Main water currents flow one way, preventing access to some areas. They are controlled by two fountains in the first room, one red and one yellow.

Red arrows represent the current with the red fountain spouting.

Yellow arrows indicate when the yellow fountain is in control.

Basement



1 DON'T MISS THIS ONE

You'll find the first fairy right off the bat. Light all four torches at the temple's entrance to receive a treasure chest. There are also barrels chock-full of useful goodies on either side of the turtle.



2 A WATERY GRAVE

Room 2 is the main control room for the entire temple. First, use the left elevator and grab some Rupees and a fairy. Next, put on the Zora Mask and dive into the water. You'll find an eight-sided platform with a funny-looking switch. Push the switch to turn on a fountain, then take the right elevator up and go to room 3, using the water spray as a stepping-stone.







Three Skultullas lurk in the room. Use your hookshot or bow from a safe distance to eliminate them.

If the elevators stop working, you hit the wrong switch. The correct switch will vanish when pushed.

3 THE PERFECT STORM DRAIN

Dive into the water, then look along the sidewalls. You'll notice a number of color-coded openings. Look to the upper right for a doorway with red and green pipes and swim your way to room 4.



4 FIND A HELPFUL MAP

Surface and head to the nearest platform. Use your hookshot to reach the treasure chest. Open it for a map. Break the vases across from you with the hookshot, then dive underwater. Find the opening with two Dexihands and go to room 5.



The Dexihands will grab you, shake you around and throw you across the room. Stand back and use the Zora boomerang to chop them in half.

5 JUST HANGING AROUND

Exit the watercourse to find three Bio Deku Babas hanging from lily pads. Boomerang them, then surface. One more hangs in an alcove. Hit it, grab the treasure chest, then run for the door to room 6.



6 SMALL KEY & A COMPASS

First off, jump into the water and take out all the enemies. Open the treasure chest to find a small key. Surface and stand on the platform. Use the hookshot to reach the other chest and find the compass. Dive into the fast-moving water and go through the passage to room 3.



You'll need to deal with the Real Bombchu before you'll get the compass, unless you like shrapnel.



The passage leads you back to room 3. Once you're there, use your boomerang on the vase.

7 LINK HITS BOTTOM

Stand on the bottom and look for the passageway marked with a single red pipe. It will be to the right, next to some glowing blue vents. Hug the wall and zip through to room 8.



8 LINK CLAMS UP

Exit the passageway to find a couple of angry Shellblades. You'll need to wait for their shells to open before you'll be able to strike—it might be wiser just to bypass them altogether.



9 WALK ON THE RED PIPE

Swim to the surface where you'll find a large red pipe, along with a scampering Real Bombchu. Shoot the Bombchu, then balance carefully and walk along the pipe's length.



10 STOCKING UP

Room 10 is stocked with item-filled Chuchus and vases. Load yourself to the gills with hearts, arrows and magic, because you'll need a full supply for the battle that you'll fight in the next room.

11 WARTS AND ALL

It seems like a quiet room, until you look at the ceiling. Upon noticing you, the Wart will drop down and attack. It's surrounded by bubbles that fall off when struck. You can spend a long time popping all the bubbles, but don't bother. Simply attack the bubbles until you remove enough to get a clear shot at the Wart's eye, then use your bow to hit it square in the pupil. Once it's done for, you'll receive the Ice Arrow.





Stand in a corner once the Wart starts skidding around the room.

9 FREEZE!

Go back to room 9 and swim to the platform next to the Octoroks. Fire your newfound Ice Arrow to freeze them into blocks, then use the Octo-cicles to jump to the center platform. Push the switch, then dive into the water and find a small bluish vent. It will take you back to room 3.





3 STOP THE WATERFALL

Rise to the surface and grab hold of the side. Use the ladders to climb up, then locate the large, spinning plank. You need to get onto it, so time your leap well. Clamber from the plank to the far walkway, freeze the waterfall, then climb to room 12.



You'll have an easier time climbing onto the bridge if you stand near the center of the spinning blade.



The waterfall is too strong to penetrate, so stop its flow with a well-placed Ice Arrow.

12 ICE ON THE WATER

Use the hookshot to reach the platform with the barrels, then use your Ice Arrow to create icebergs and jump to the other platform. Push the switch, then look up—you'll see round spots through openings in the grate. Make an iceberg behind the yellow platform, stand on it, then use the hookshot to fly upward and receive a fairy. Leave the same way you came in.





Your icebergs will melt quickly, so be ready. You might want to create two or three as backups.

4 BACK TO THE MAP ROOM

Dive into the water and go through the red-and-green passage you used to get the map. You'll surface in room 4. Make icebergs to reach the far platform and open the door. You'll emerge in room 13.



13 THE COLD SHOULDER

There's a switch waiting for you, but it seems out of reach. The only enemy on the floor is a Blue Chuchu. Use your Ice Arrow to freeze it, then push the ice block next to the platform. Watch for the Real Bombchu, push the switch, then backtrack to room 4, through watercourse 5 and into room 6.





6 WALKING ON ICE

Look to the far side of the room until you find a passageway with some ice pillars. Make icebergs on the water to reach the pillars, then use the Fire Arrow and your sword to hack through.



14 GET THE BOSS KEY

In room 14 you must battle a crazed Gekko and its Mad Jelly henchmen. Run after the Gekko and hit it with your sword, then quickly ready the Ice Arrow. The Jellies will grab the Gekko and take it up to the ceiling. Shoot the quivering mass quickly, or it will drop down and the Gekko will pummel you. Repeat the pattern to end its evil ways. Once it's turned into a harmless frog, go through the door and get the Boss Key.



If you shoot the mass as it's falling, it won't do you any good. You can run to a corner to buy a few seconds of time—but that's all, so shoot like the wind.

2 WATERWORKS

Go through the gold fence and look in the fast-moving waterway. Use your boomerang on the vase to get a fairy, then dive into the water and make your way to room 2. There will be a fountain to your left. Fire the hookshot at the target overhead, and jump from there to the red platform. Push the switch to make the second red fountain erupt. Go to the remaining yellow switch, push it, then head for room 3.



There's no way for Link to go further unless you reverse the pesky currents.



The massive waterwheel will be in perfect balance until you turn off the yellow fountain.

3 UNDERTOW

Dive into the water. There is a watercourse at the upper right that leads you to room 15. You'll want to swim quickly and hug the right wall—there is a pair of Dexihands that will try to impede your progress.



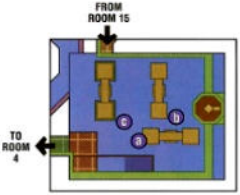
15 ON THE WATERMILL

Climb onto the corner ledge, then hop onto the elevator platform. Ride it up to the waterwheel, then jump onto its shaft. Before the rotating shaft spins you into the water, jump to the adjacent, stationary platform. When you touch down, it will slide you over to the opposite ledge. Walk to the end of the ledge, then freeze the water that's gushing from the ceiling so the waterwheel will stop. Cross the planks when they stop turning.



16 UPS AND DOWNS

The seesaws are controlled by water that you can turn on and off with Fire and Ice Arrows. Get on seesaw A, use the Fire Arrow to go up, then jump to seesaw B. Use the Fire Arrow again and jump to the green switch. Push it, use seesaw C to get on the pipe leading to room 4, then swim to room 7.





Eliminate what enemies you can before you jump on the pipe. If you fall off, you'll have to repeat the process.

7 ALMOST THERE

Look to the lower left for the passageway marked by a single green pipe. The route will lead you to room 17.

17 TO THE BOSS ROOM

Walk along the green pipe to reach a switch. Push it to create a fountain. If you've been collecting fairies, you'll be able to go to the Fairy Fountain and get extra defensive power for the final battle, but you'll have to slog through the temple again.



GARGANTUAN MASKED FISH GYORG

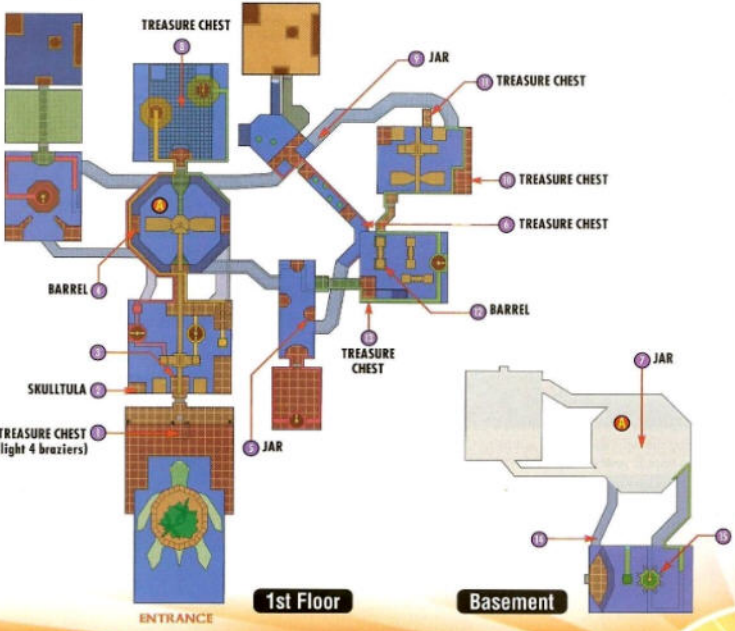
The final boss in the temple is Gyorg. It will swim around you, occasionally leaping out of the water to attack. Stay on the platform and use your boomerangs or arrows to hit it. When it falls unconscious, quickly dive into the water and use the Zora shield. Gyorg will spring back to life, at which point you should jump on the platform and begin the process anew. You'll know your work is almost done when it begins to spit small fish from its mouth. Keep at it to receive a Heart Container and its remains.



Gyorg has spent its life in the water, and it holds a fighting advantage there. Stay on dry land and venture into the water only when it is knocked unconscious.



FAIRY FINDER





The first two fairies are straightforward, but the third one is clever. You'll find it underwater, beneath a platform by the elevator.



Break the vases with your hookshot, then use the Great Fairy Mask to call the fairy.



Take out all the Bio Deku Babas, including the one that is hanging from the ceiling, to receive a lovely fairy as your reward.



The current makes number 7 tough. Ready your boomerang, turn opposite the current, and fire. It may take a few tries.



Find the hole in the grate near the back. Shoot your hookshot to get up there. You'll have to come in from an angle—not right under it.





Don't try to get the vase while you're in the waterway—the current will take you right by it. Stand on top and use the hookshot.



Once you're on the moving platform, locate the torch. The only way to get over there is with the hookshot, so make your aim true.



Once you've stopped the spinning gearwork, make your way across it. When you're in range, use the hookshot and then jump back over.



There's a fairy underneath seesaw C. Use the Fire Arrow to lift the seesaw, then dive down with the Zora Mask.



Walk right on the green pipe until you reach a dead end. If you look down you'll see a gold fence. Jump behind the fence for another chest.



Don't go into the waterway if you can avoid it, since you're so close to the boss. Use your Zora boomerangs to free the fairy.

GREAT FAIRY'S GIFT

If you rescue all 15 fairies from the Great Bay Temple, you'll receive a special defense, which doubles the amount of damage you can take. To reach the Fairy's Fountain, head for the coast and find a small series of islands with single palm trees. Use the hookshot to get to them. When you reach the large rock, plant a bomb or use the Blast Mask.







Use your hookshot, then island hop as Link or Mikau. When you reach the blockaded cave, use a bomb or the Blast Mask to make your explosive entrance into Great Bay's Fairy's Fountain.



AFTER DEFEATING GYORG

IN CONCERT

Once you've filleted Gyorg, you'll be able to see The Indigo-Go's perform. Return to Zora Hall, where the rest of the band has already set up to entertain the fans waiting in the auditorium. Hit the stage as Mikau to start the show.



WATERFALL RAPIDS

You can never have too many bottles, since they're handy for containing health-replenishing items like fairies and milk, as well as special items like Zora Eggs. The beavers atop the Waterfall Rapids can give you a bottle. Meet the eager pair by following the Great Bay Coast south through the archway. Continue along the beach until you reach the large piece of driftwood in the sand. Aim your hookshot up and to the left to pull yourself over to a palm tree. Continue reeling yourself over to the palm trees lining the cliffside until you reach the summit and Fall Headwaters.







LEAVE IT TO BEAVERS

When you reach the headwaters, jump in and swim to the beaver at the bottom. He'll challenge you to a race, so follow him closely and swim through all 20 rings in order. If you finish before your two minutes are up, you'll get to race his big brother. By finishing his race through 25 rings in the allotted time, you'll win the brothers' bottle.



For a speedy start that cuts right through the water's surface, press and hold A while diving through the air.



You must swim through the rings in order. If you skip one, the subsequent rings you swim through won't count.



FISHERMAN'S JUMPING GAME

Follow the Great Bay Coast's rocky shore until you reach the boat docked by the sign. Hop on the dinghy for a ride to the fisherman's island. When you sail by it, fire your hookshot into one of the palm trees and pull yourself over to the fisherman. If you reach him and fork over 20 Rupees, he'll let you play his jumping game.

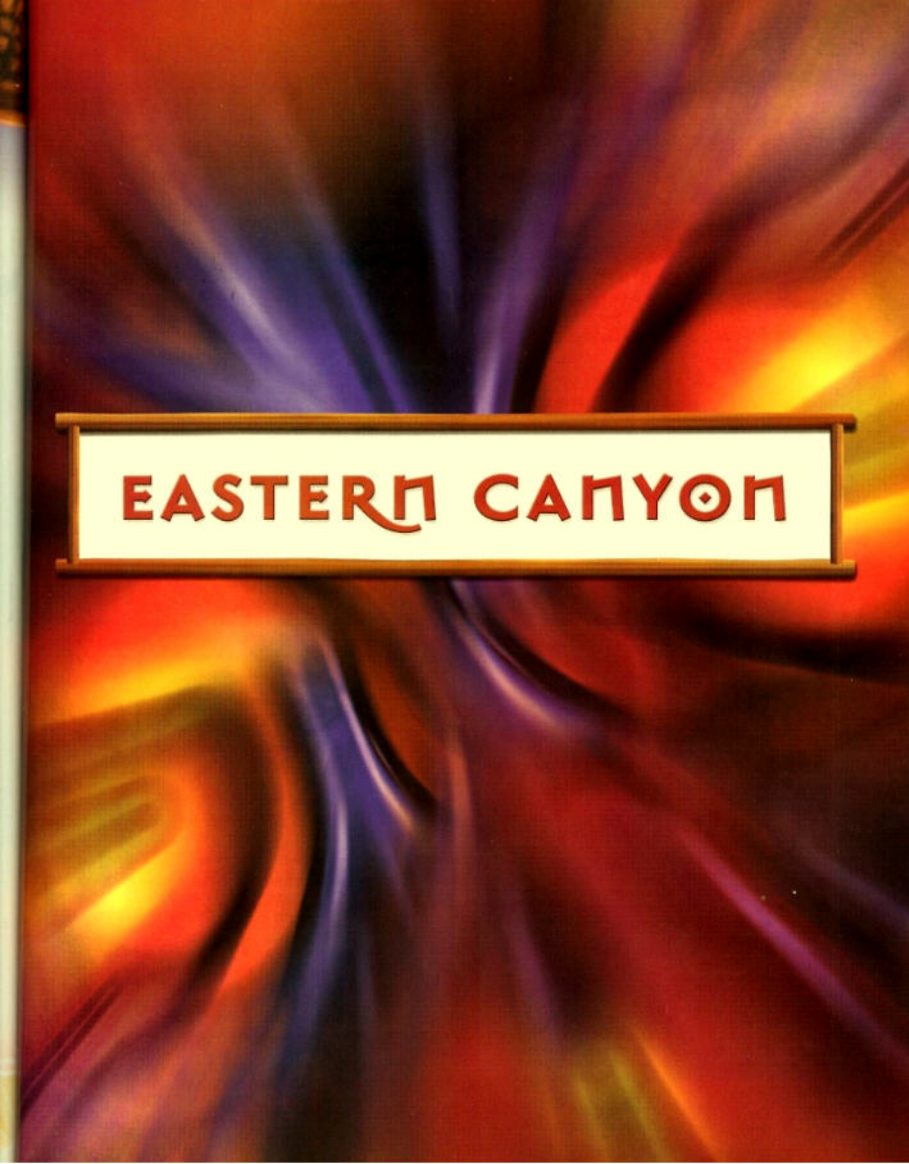


Once you've defeated Gyorg, a boat will appear along the bay's northern shore. Climb aboard for a cruise to the fisherman's islet.



Use your hookshot to reach the tiny island, then play the fisherman's game by hopping to the island where a torch is burning.



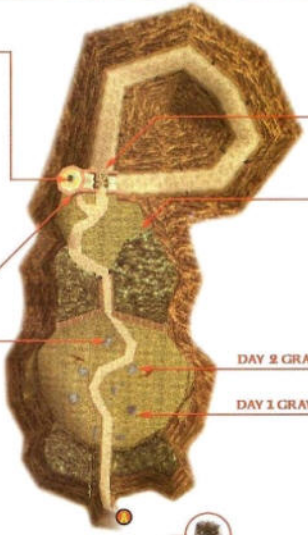

EASTERN CANYON

IKANA GRAVEYARD

There are some strange goings-on in the Ikana boneyard. You'll need to spend a full three days there, so prepare beforehand by resetting time. A word of caution: You don't want to slow time until the third evening. Otherwise you'll spend a seeming eternity waiting for night to fall so you can get on with business. Grab the Bunny Hood, suck up your courage, and dive in.











CAPTAIN'S HAT

CAPTAIN KEETA

SECRET GROTTO
BOMBCHU

DAMPÉ'S HUT

DAY 3 GRAVE
BOTTLE

DAY 2 GRAVE

DAY 1 GRAVE

x20

MYSTERIOUS MAN

TO TERMINA FIELD page 30

TO IKANA CANYON page 88

SECRET GROTTO
BOMBCHU

Look for the secret grottoes and plant bombs there. You'll open a hole, inside of which are Bombchu for the taking.

SHE'S NOT HORSING AROUND

Epona is one great horse. She doesn't need a bridle or saddle, comes when you call her and works for mere carrots. It's a good thing, too, because you'll need all her strength to reach the graveyard. Call her in the field using Epona's Song, then race pell-mell for the graveyard. You'll encounter two large fences and a number of Real Bombchu. Remember to ride at the fences head on—if you come in at an angle, Epona will balk instead of jump. Also, keep in mind that Real Bombchu can't hurt you as long as you are mounted on Epona.





STONE MASK

Before you make your way to the cemetery, you'll encounter a small circle of stones. If you use the Lens of Truth to look at them, you will discover a lonely soldier. When you talk to him, he'll be flabbergasted that someone actually found him (it's been a really long time) and ask you for a Red Potion. Give it to him—in return he'll bestow upon you the Stone Mask. One of the more useful masks in the game, it will allow you to sneak past most enemies completely unnoticed.





Real Bombchu are squirrelly little guys. You can make them explode with a well-placed arrow, but it's safer to use your shield.

RACING THE CAPTAIN

If you walk through the graveyard and up the trail, you'll encounter Captain Keeta. He's napping when you first meet, and no matter how loud you shout he just goes on with his snooze. Use the ocarina and play the Song of Awakening. Captain Keeta will leap to his feet—crumbling buildings in the process—and run away, daring you to catch him.





CAPTAIN'S HAT

As Keeta runs up the trail, he'll sprint past gates that'll spew flames if you try to cross them. To disable the gates, defeat the pair of Stalchildren posted at each fire wall. As Darmani, you can defeat both with a single, careful punch. Once you've laid the skeleton duo to rest, roll to the next gate and repeat the process. You can also battle as Link, slowing down Keeta by firing arrows at him as he flees.







Once you've caught up to Captain Keeta, battle him with your sword. When you get the chance, make a break for it and dash to the treasure chest at the end of the trail.

The flames surrounding the treasure chest will be extinguished if you reach it before Keeta. Fire your hookshot into it to reach the chest, then open it to add the Captain's Hat to your wardrobe.



YOU SHALL FIND ME A GRAVE MAN

Once you have the Captain's Hat, the Stalchildren that roam the graveyard at night will recognize you as their long-lost leader. Not only will you avoid a lot of nasty squabbles, you'll be able to complete the Ikana Graveyard portion of your adventure. You'll fight some nasty Poes, meet a world-weary composer, learn a new song, and receive a bottle. You'll also make the acquaintance of a fellow named Dampé, who is quite possibly the slowest person ever to trudge across the face of the earth.



Like all good soldiers, the Stalchildren follow orders blindly. Wear the Captain's Hat and order them to dig up a grave on each night.

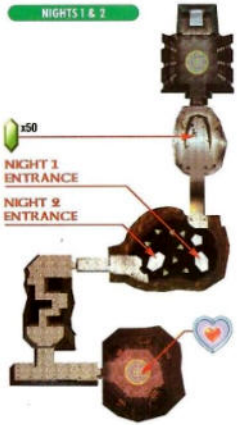
Don't move too fast, or you'll run right by him. Dampé won't be much help to you until the third night.





The Stalchildren will open a new grave each night, so keep asking. Make sure you wear the Captain's Hat.

NIGHTS 1 & 2



The Iron Knuckle is slow, but that axe packs a huge wallop. An easy way to inflict a lot of damage quickly is by using Bombchu. Once you weaken him enough, he'll shed his top layer of armor and move much faster. Wait for him to swing, then stick and move.

CAN YOU DIG IT?

NIGHT 1

After the Stalchildren have opened the grave, jump in after them. Once inside, remove the mask and defeat all the Keeses for a chest full of Rupees. Light all the torches to open a door. When you enter the new room, you'll confront an Iron Knuckle. If you manage to defeat it, you will meet Flat, an undead composer. Talk to him to learn the Song of Storms.





Use your spinning sword attack to inflict massive damage. Just make sure the Iron Knuckle's axe isn't headed for you.





Good for what ails you, the Song of Storms can bring rain and heal a wounded heart. You'll need it later when you meet Flat's brother, Sharp.

NIGHT 2

The night of the second day will bring you to a different point underneath the graveyard. At first, it seems that you get only a few lousy Rupees and a couple of vases to smash, but the Lens of Truth tells a different story. Break it out and take a quick look to find a secret door.





Doorways aren't the only things hiding from you—there are Skulltulas on the ceiling, visible only with the lens.

NIGHT 3

Once you reach the third night, slow down time, then have the Stalchildren dig up a third grave. Inside you'll find Dampé. He kindly offers to dig up treasure and give it to you, but you must show him the proper spots to dig. Use Z-Targeting, walk backward, and *slowly* lead him to all the sandy patches, being careful to avoid the Wallmasters. Once he digs something up, a Big Poe will appear. Go to the high ground near the entrance and wait for its attack. When it gets close, raise your shield. The Poe will strike and fly away. That is your chance: Hit it with an arrow while it's spinning wildly. Defeat the Poe to receive another bottle.







You must check each and every sandy patch to earn your reward. Don't get too far ahead of Dampé—his eyes aren't very good.



To check sandy patches on top of pillars, lead Dampé to the moving platforms. Once he's aboard, use the ladder or stairs and meet him at the top.



Watch for a Wallmaster's shadow to appear on the floor, then dive out of the way. Strike quickly to avoid being taken back to the entrance.



Fire Arrows inflict heavy damage but have a slow reload time. Wooden arrows are your best bet against a quick enemy like a Big Poe.

GARO'S MASK

There's a strange old man who lives on the cliff face in Ikana Canyon. He won't let you pass until you have the Garo's Mask. Once you do, he'll cackle with glee and cause a small tree to appear out of the ground. Use the hookshot to reach the next level. If you keep the mask on, Garos will appear occasionally and demand a brawl. Defeat them to receive some cryptic advice.







Not just for climbing, the hookshot makes a reliable weapon. Use Z-Targeting to take out dangerous enemies.

IKANA CANYON

Hardly a soul resides in Ikana Canyon. Or rather, hardly a living soul resides in Ikana Canyon. Undead and regretful spirits with unfinished business haunt the parched region. Aside from the supernatural, a thief lives on the fringes of the canyon while a paranormal researcher and his reluctant daughter eke out a living in the heart of the region.









GROTTO

BOMBCHU

x100

x100

x100

x100

SECRET SHRINE
BEHIND THE WATERFALL

TINGLE

CLOCK TOWN MAP 40

STONE TOWER MAP 40

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SPIRIT HOUSE

1 CHALLENGE 30

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IKANA GRAVEYARD
page 84

SAKON'S HIDEOUT

SPRINGWATER
CAVE

TO
STONE TOWER
page 96

TO
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page 34

FAIRY'S FOUNTAIN

DEKU SCRUB

BLUE POTION 100

MUSIC BOX HOUSE

ANCIENT CASTLE OF IKANA
page 92

HINTS FROM THE GAROS

If you wear the Garo's Mask from Gorman Track, you'll lure Ikana's ghost ninja into materializing. Realizing that you're masquerading as one of its own, a Garo will attack you soon after it appears. Deflect its sword attacks with your shield, then slash the spirit when it's down. Repeat the process until you've defeated the Garo. Before it vanishes into the netherworld, the Garo will impart some sage adventuring advice.





The Garos appear only when you wear the Garo's Mask, and they'll give you an adventuring hint after you defeat them. Stay informed by wearing the mask while exploring the canyon.



SPRINGWATER CAVE

The ghost conductor, Sharp, haunts the Springwater Cave. When you enter it, he'll play a song that will drain your health. To make the undead musician decompose rather than compose, you must play the Song of Storms to him. The melody that his brother, Flat, taught you will lift his curse and cause the Music Box House's waterwheel to begin turning.







INTO THE MUSIC BOX HOUSE

The songs that the Music Box House blares across the canyon make the ghosts and evil spirits go away, and once Sharp has been laid to rest, the house will be able to play its tunes. The fearful girl inside the house will unlock the front door, but you won't be able to get in if she's home. She'll leave her house about every two minutes (real time), but you can force her to leave by placing a bomb on her front doorstep. When it explodes, she'll exit her house to investigate. If she doesn't spot you as she leaves, you'll be able to sneak in.









When the Music Box House's waterwheel is turning and churning out music, place a bomb at its front door, then hide around the corner. When Pamela, the girl inside, leaves, sneak in. As long as she doesn't see you, you'll be able to enter her house.



GIBDO MASK

Go to the house's basement, where a partially mummified man will lunge at you. The man is Pamela's father, the paranormal researcher who fell victim to the Gibdos' curse when he ventured into the mummies' well. Before Pamela rushes to her father's side and kicks you out of her house, play the Song of Healing to her father. Your music will cure him and earn you the Gibdo Mask. Wear it so ReDeads, Gibdos and other monsters won't harm you.

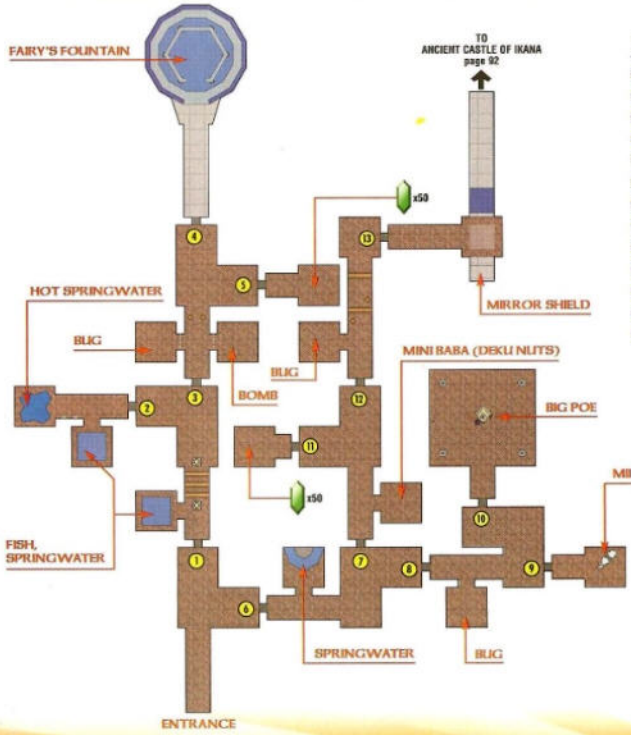




BENEATH THE WELL

Follow the uphill paths overlooking the Music Box House to reach the Gibdo-infested well that Pamela's father explored. Wear the Gibdo Mask so the mummies' icy stares won't scare you stiff. A Gibdo is posted at every doorway of the subterranean dungeon, and it'll let you pass if you fulfill its request. The numbers on the map correspond to the Wish List item that the Gibdo at that map location wants.





GIBDOS' WISH LIST

1. BLUE POTION
2. FISH
3. SPRINGWATER
4. BUG
5. BUG
6. 5 MAGIC BEANS
7. FISH
8. 10 DEKU NUTS
9. HOT SPRINGWATER
10. 10 BOMBS
11. BUG
12. BIG POE
13. MILK



The Gibdo at point 13 wants something rich in calcium. Milk will do the trick, so play Epona's Song to the cow. The tune will remind the cow of its home on the range and inspire it to fill your bottle with milk.

Mummy, May I?

To enter the door that a mummy guards, you must give it the item that it cryptically requests. Except for wish list items 1 and 6, all of the things that the Gibdos want will be hidden somewhere in the dungeon. Since you won't find Blue Potion beneath the well, buy it from the canyon's Deku Scrub who is stationed near Sakon's Hideout. You'll also need to bring five pods of magic beans, so buy them from the swamp's Deku Scrub by Tourist Information. Once you have the missing items in tow, put on your Gibdo Mask and visit the yellow Gibdo locations on the map in numerical order.



Before you can enter the door that a Gibdo is guarding, you must give it the item that it has requested. Fulfill its desire by giving the mummy the Wish List item that corresponds to its location on the map.



In certain areas, the Wallmaster hand will descend upon you and return you to the well's entrance. Avoid setbacks by staying on the move and keeping an eye out for the circular shadow it casts.



If you give the Gibdo at point 5 a bug you've caught in a bottle, you'll be able to enter the chamber that houses an invisible chest containing a Purple Rupee. Use the Lens of Truth to find your treasure.



The Dexihand will toss you back down the hall if it gets you in its clutches. Use your Zora boomerang fins to disarm the grabby monster, then bottle the hot springwater that it was guarding.



Target the Big Poe, then shoot arrows at it when it's not spinning or charging. Once you've defeated it, capture its spirit in a bottle and give it to the Gibdo at point 12.

Fast Play Flowchart



Rather than hunting for Gibdo items in the well, you can follow the flowchart and finish the dungeon in half the normal time. By following each step, you can avoid exploring the entire west section of the well. You'll need 160 Rupees, so get the funds you need at the bank, then buy 10 bombs and 10 Deku Nuts.



You'll need three bottles to breeze through the well the fast way. Soar to Milk Road, then fill your first bottle with the milk you'll buy from the Gorman brothers. Once you've got milk, soar to the Southern Swamp.



Buy five pods of magic beans from the Deku Scrub next to Tourist Information, then walk back to Termina Field. Drop into the grotto by the giant tree that's on the way. Inside, fill your second bottle with a fish, then soar to Ikana Canyon, enter the well and perform the steps and visit the areas below.

6 GIVE 5 MAGIC BEANS

8 GIVE 10 DEKU NUTS

10 GIVE 10 BOMBS

DEFEAT THE BIG POE, PUT IT IN A BOTTLE

7 GIVE A FISH

12 GIVE THE BIG POE

13 GIVE SOME MILK

GET THE MIRROR SHIELD



Mirror Shield

By giving items to the Gibdo guards, you'll eventually work your way to the room containing the Mirror Shield. The shield reflects certain kinds of light, which will prove essential when you explore the dark halls of your next stop, the Ancient Castle of Ikana.





Shoot Fire Arrows at the four braziers to reveal the chest containing the Mirror Shield. Use the shield to reflect light onto the sun symbol, which will cause a ladder to appear. Shine light on the giant sun block to obliterate it, then climb the ladder to reach the castle.

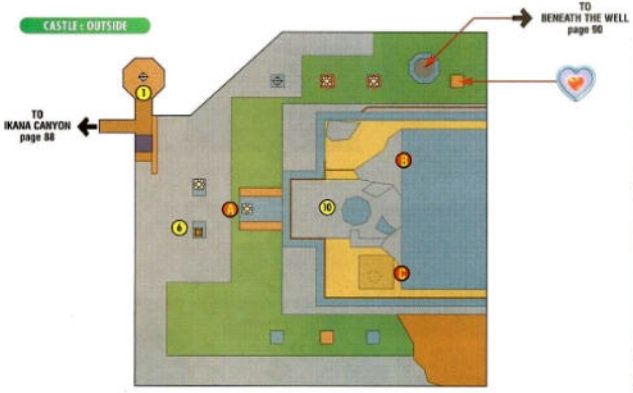


ANCIENT CASTLE OF IKANA

Deep in Ikana Canyon, the Ancient Castle of Ikana waits for a hero. While the castle doesn't occupy much physical space, it's stocked with ReDeads and Wallmasters—and they'll cause serious damage if not treated with respect. Not all is gloom and doom, however, as the castle affords a unique chance to see zombies get down.



CASTLE : OUTSIDE

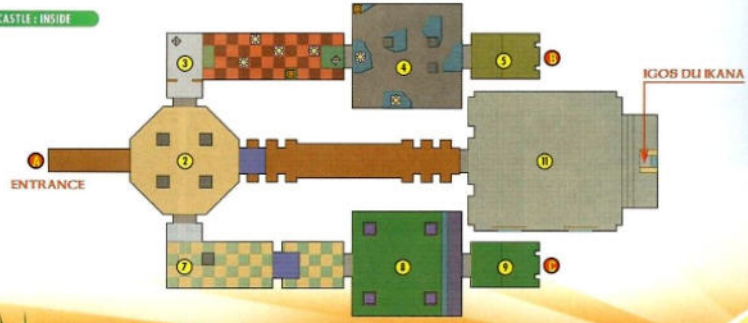






You'll need a powder keg if you want to complete the ancient castle, so buy it beforehand and save yourself a trip back to Clock Town.

CASTLE : INSIDE



1 SHINE ON, YOU CRAZY DIAMOND

To enter the castle, look for a sign that tells you the castle doors will never open. To the left of the sign is a small hole in the wall. Enter the hole to reach a crystal switch and a large blue block with a sun on it. Strike the crystal to illuminate the cavern, then use your Mirror Shield to bounce the light onto the sun's face. The best place to stand is near the block, at the edge of the circle of light given off by the crystal. If you stand farther back, your shield won't be able to deflect enough light.





2 REDEAD CAN DANCE

When you enter the castle you'll be confronted with a crew of ReDeads. Put on either the Garo's Mask, the Gibdo Mask or the Captain's Hat. Normally, the ReDeads would freeze you in your boots, but when you wear one of those masks, the ReDeads will leave you alone and begin to dance. Watch the show for a while, then melt the ice over the eye switch on the back of one of the pillars to the left and enter room 3.



Haunted Garos with glowing eyes wander the castle grounds. They will all give the same clue, so unless you need the practice, don't lure them out by wearing the Garo's Mask.







If you find yourself low on arrows or magical power, take a quick jaunt around the outer courtyard. There are a number of plants and vases scattered about.

3 LINK IS FLOORED

The checkerboard floor is hot, so don't walk across it. Instead, raise the tile layer of floor by spinning into the crystal switch as a Deku Scrub. Quickly scurry under the floor and dive into a flower before the checkerboard falls back into place. Bop the floor upward by springing out of the flower, then quickly dive back into the flower and launch out of it to fly to the switch on the pillar. As Link, step on the switch to open the exit, shoot the crystal to raise the floor, then run to the exit door.



4 A HIDDEN PLATFORM

Clear out the hanging mines by shooting at them with your hookshot so they clank together and explode. Put the Deku Mask on and use the flower to fly to the switch on your left. Remove the mask to activate the switch, then use the Lens of Truth to see the hidden platform. While you're stationed on the invisible platform, target the Skulltula dangling over the adjacent ledge. Shoot the pest with an arrow, jump to the platform, then target the Skulltula that lurks above the next ledge. Exterminate the spider, leap to its ledge, then jump to the exit.





5 BLUE BUBBLES

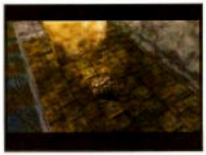
If a Blue Bubble touches you, it'll jinx you and temporarily render you unable to draw your sword. It's easy to run past them, but if you have to attack one, target the skull and deflect it with your shield. Once you've grounded the Blue Bubble, fracture it with your sword.



6 THE OUTER WALL

Follow the stairs to the top of the castle. Climb onto the roof's ledge, then follow it to the front of the building. As a Deku Scrub, hop onto the Deku Flower that blooms over the entryway and dive into its bud. When you spring out, fly to the switch on the nearby pillar. By activating it, you'll cause the block by C on the exterior map to move, exposing a hole in the roof that will allow light to seep into room 7.







The switch you activate will allow light to enter room 7. Once you've shed some light there, reenter the castle through the front door.

7 YES, MASTER?

With one of your ReDead-proof masks on, reenter room 2 and shoot a fire arrow at the eye switch on the pillar to the right. Enter the room you've unlocked, then battle the Floormaster hand. The grabby enemy will split up into three tinier hands when you hit it, and they'll reform into the bigger hand if you don't defeat them quickly. For successful hand-to-hand-to-hand combat, use targeted strikes when attacking the Floormaster and its smaller forms.





After you've defeated the Floormaster, use your Mirror Shield to melt the sun stone, then don the Gibdo Mask, Garo's Mask or Captain's Hat before entering the next area where the ReDeads dance.

8 WIZROBE RETURNS

The Wizrobe in room 8 fights just like the other Wizrobes you've encountered. Look for the wandering enemy on your map and strike while he spins. This time around, the Wizrobe will shoot a mammoth fireball, so protect yourself with your shield and retaliate with arrows.



9 BACK TO THE ROOF

Wear one of your three anti-ReDead masks before you leave Wizrobe's lair, because four of the zombies lie just beyond. They won't harm you as long as they're dancing, so you can ignore them as you make your way to the stairs leading to 10.

10 FIRE IN THE HOLE

You were warned to buy a powder keg, and here's where it comes in handy. Walk along the castle roof until you reach a cracked and indented area. Put on the Goron Mask, plant the powder keg, then run for cover. The ensuing explosion will open a hole that will let the sun shine into room 2. Once the dust has settled, dive into the hole.





The hole you've blasted with the powder keg will take you back to room 2. The chamber is the ReDeads' dance hall, so put on the Garo's Mask, Gibdo Mask or Captain's Hat before diving into the hole.

2 BRIGHT IDEAS

The hole you've blasted in the roof will allow the sun to shine into the foyer. Use your Mirror Shield to bounce some rays onto the sun stone, then enter the passage after you've melted the block out of your way. Inside the corridor, slash the pots to stock up on arrows and magic in preparation for your big battle in room 11.

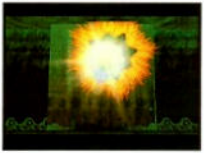




11 IGOS DU IKANA

Before you can dethrone the king of Ikana, you must first defeat his two skeleton henchmen. Sunlight will help you defeat all of the bony warriors, so fend off the skeletons with your sword so you'll have the chance to burn away the curtains with your Fire Arrow. Once you've gotten rid of both curtains, slash the skeletons (their backs are particularly vulnerable) until they fall, then stand in the sunlight and reflect it onto their piles of bones. When both soldiers are toast, their king, Igos du Ikana, will attack and you'll be able to use sunlight to defeat him as well. Igos will deflect the sunlight with his shield, but a direct hit by one of your arrows will get him to drop his guard. Take that opportunity to shine some light on him.











Use sunlight to defeat the dark warriors. Once you've burned away the curtains with your Fire Arrow, stand in the light you've let in and shine it on the skeletons.



You can't hurt the king while his head is flying about, so save yourself the trouble and just avoid him. After a while, he'll get his body parts back together, and then you'll have your chance to attack.



THE ELEGY OF EMPTINESS

Once the skeletons have been vanquished, the king will introduce himself and tell you that the Stone Tower is the source of all his misery. He'll also teach you the Elegy of Emptiness, a song that allows you to make four copies of yourself, depending on the mask you are wearing. Your clone statues can't fight, but they're good for weighing down switches. Your next stop, the Stone Tower, has plenty of them.

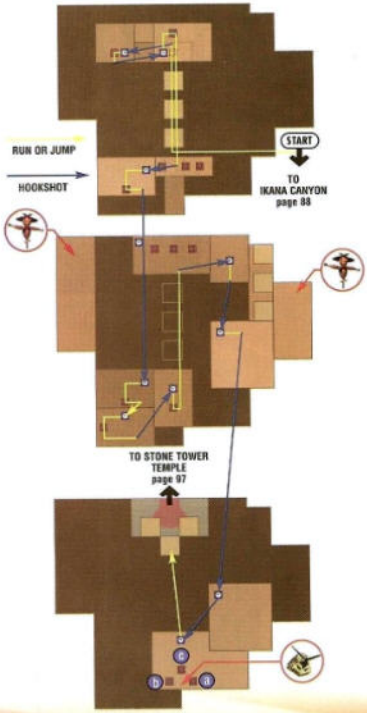




STONE TOWER

Ikana's dungeon sits atop a nearly inaccessible spire, which you must scale before you'll be able to enter the Stone Tower Temple. You'll encounter a variety of enemies and spend a good deal of time dodging boulders the size of a small town. Be sure to stock up on arrows and bombs before you attempt to conquer the heights. Would-be heroes with severe vertigo need not apply.





CLIMB EVERY MOUNTAIN

By weighing down switches with statues of yourself, you'll be able to rearrange floating blocks and use them to bridge the numerous gaps that would otherwise make it impossible for you to reach the Stone Tower Temple at the summit. When you encounter switches, try stepping on each one to get a feel for what it does in relation to the others. Refer to the maps on the left to figure out your travel path. The yellow lines indicate areas that you must travel to by foot, while blue lines indicate areas you'll cross via hookshot.



Link's seeing double, and it's a very good thing. Stand on the switch and play the Elegy of Emptiness to create a clone, then don the Goron or Zora Mask and repeat the process. The Deku is too light to weigh down switches.



The hookshot points blend into the environment, and sometimes they're hard to spot. If you're stuck, switch to first-person view and take a careful look around you.



The Beamos looks fierce, but it's really a big pushover. Block its laser with your shield, then toss a bomb its way. Seek shelter before your bomb detonates, because the Beamos will explode in one final explosive blaze of glory.



Strike the owl statue with your sword, then leave an Elegy of Emptiness statue on the switches in the following order: a, b, c. Once you've gotten all the blocks in place, get a running start and sprint across the stepping-stone bridge that you've created.

STONE TOWER TEMPLE

The Stone Tower Temple isn't the largest dungeon, but it's big on challenge since you must explore the flip-floppable temple when it is both upside-down and right side up. There are certain items—mostly fairies—that can be reached only after you've made a number of temple rotations. Make sure that you start on Day 1 and that you've slowed down time—you'll never finish otherwise. The Blast and Stone Masks will also help if you have them.





1 ENTER THE DRAGONFLY

Be on the alert for two dragonflies and a Real Bombchu. There's also a yellow eye switch in the left eye of the large statue directly in front of you. Shoot it with an arrow for a treasure chest.



2 MOVING DAY

Head through the left door and enter room 2. Track down the three Real Bombchu and use your shield when they attack, then bomb the cracked wall across from the entrance. As Darmani, smash the first row of crates to uncover some smaller boxes. Place them on top of the switches and use the Elegy of Emptiness to weigh down the others.





Bomb the cracked wall to uncover a pair of small crates you'll need to weigh down at least one of the switches.



Only Darmani's statue can weigh down the large switch. Once you've weighed down all of the switches, the exit to the courtyard will open. There, bomb the square on the floor that doesn't have plants on it.



3 LIGHT UP YOUR LIFE

The hole you've bombed in the courtyard will allow light to shine downstairs in room 3. Inside the room, reflect the light onto the sun stone. Once you've melted it away, enter the new area you've opened by crossing the lava as heat-resistant Darmani. Open the chest for the Dungeon Map, then bomb the two nearby Armos statues and the pair in the lava to summon another treasure chest that conceals a key.





4 A HELPING HAND

Use your key on the locked courtyard door to enter room 4. As Mikau, dive into the pool and swim into the Dexihand's clutches. If you let the Dexihand grab you, it will toss you onto the opposite ledge, where you'll be able to open the treasure chest that contains another key. Pocket it, take another dive, defeat the Dexihand, then swim into the passage it guarded.



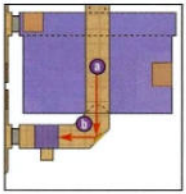




Don't bother with the fenced-in Beamos guards. Instead, swim across the pool and let the Dexihand toss you onto dry land.

5 MIRROR ON THE WALL

While underwater, destroy the mines and press the gold switch. An upside-down chest will appear, but you won't be able to get it yet, so surface. As Link, shoot the Fire Arrow into the frozen eye switch above the sunlit doorway to summon yet another chest you'll have to save for later. At point a on the map below, reflect sunlight into the mirror. Charge up the mirror for a while, then stand at b to reflect the mirror's light into the sun stone.







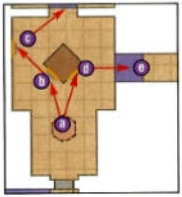




In the alcove past point b is a Real Bombchu and the chest containing the compass. Once you've claimed your prize, backtrack to the locked door leading to 6.

6 FLASHY MOVES

As Darmani, punch the column in the room until you've clobbered away all of the pillar sections and light is able to shine into the chamber. As Link, stand at point a on the map below and reflect light at b. Once you've charged up the mirror for a few seconds, stand at point b and reflect light into c. Use that mirror's light to melt the sun block in the north end of the room, and melt the eastern block by reflecting the light at point a into points d and then e.











If you wear the Stone Mask while charging up the mirrors, the Black Boes won't get in your way.

7 DEKU JUMP

If you're trying to find all of the Stray Fairies, climb down to the lava as Darmani and pound the switch that extinguishes the flames around the magma bed's other switch. Swiftly roll to the second switch before the flames reignite, so you can summon the Stray Fairy's chest. If fairy finding proves to be too much of a hassle, skip to the Deku Scrub portion of the area's strategy by flying from air vent to air vent to reach the ledge leading to room 8. As long as you stay afloat by hovering into the vents' gusts and dodge the Real Bombchu, you'll have a safe flight.







8 LIGHT ARROW

To win the Light Arrow, you must defeat the Garo Master. Shield yourself from his frequent sword swipes, then keep the jumpy duelist in one place with the Ice Arrow. Slash him when he's frozen and use bombs to attack him, too. When victory is yours, you'll win the Light Arrow, which will turn the temple upside-down when you shoot it at the red jewel at the temple's entrance.





9 THE TRAGICALLY HIP

Hop onto the walkway patrolled by the Hiploop. The enemy wears an iron mask as protection, so reel it away with your hookshot. Once you've unmasked it, shoot a couple of arrows at your foe.



4 EYEGORE

Hallway 9 leads to the upper reaches of room 4. An Eyegore guards the exit, and you can defeat it if you shoot its eye when it glows yellow. Lure the Eyegore close to you so it attacks—that's when its eye will be ripe for the poking. Fire an arrow or your hookshot into its amber peeper a few times to defeat the Eyegore and cause a Stray Fairy's chest to appear.



1 UPSIDE-DOWN

With some magic and the Light Arrow, you'll be able to flip the dungeon upside-down so you can walk along the ceilings and enter previously unreachable doors. Return to the entrance of the temple at the top of Stone Tower. Step on one of the nearby switches to move the center block that's obstructing the red jewel. Shoot it to turn things topsy-turvy.



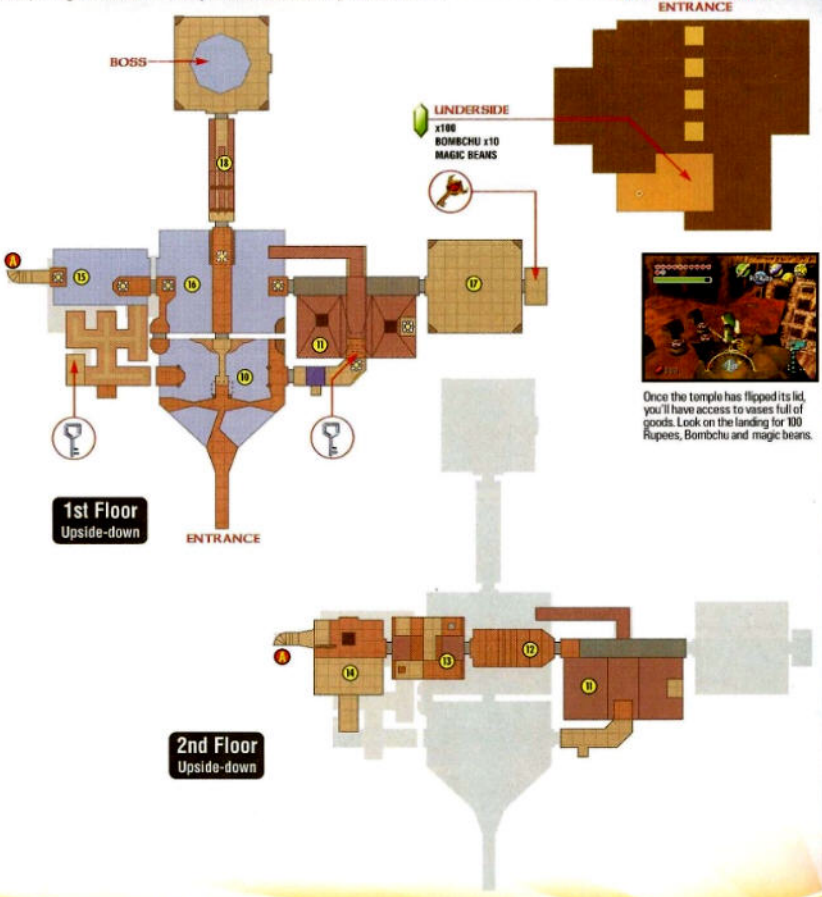


Move the central block to uncover the red stone. By shooting the Light Arrow at it, you'll turn the dungeon upside-down. You'll fall as things flip-flop, but you'll land safe and sound once things have rearranged.

STONE TOWER TEMPLE UPSIDE-DOWN

Don't worry—you won't need anti-gravity boots for the flipped tower. The ancient builders had always planned for it, so you'll discover walkways and doors for your use. Use your time to track down all those unreachable treasure chests you previously brought forth. Don't be surprised to discover a fairy inside each one.

Stone Tower
Upside-down



Once the temple has flipped its lid, you'll have access to vases full of goods. Look on the landing for 100 Rupees, Bombchu and magic beans.

10 DIZZYING HEIGHTS

When you reenter the temple, you'll be walking on the rafters. Open the chest that sits directly in front of you, then enter the door to the right and melt the sun stone with the Light Arrow.



11 VENT SOME ANGER

The vents in the room blow air to the ceiling, and the drafts will be able to propel you when you're wearing the Deku Mask. The chest directly across from the room's entrance contains a Stray Fairy, and you can reach another by leaving a statue on the switch on the ledge to the right. If you fly to the middle bridge, you'll be able to climb into a hallway that leads to a switch. If you activate it, you'll make a chest appear on the Hiploop's bridge. Inside the chest is a key to the upper door.



Land on the Hiploop's bridge, then enter the corridor and follow it to the gold switch. Step on it to make the treasure chest containing the key appear on the Hiploop's bridge.



Unmask the Hiploop with your hookshot, then keep shooting it to defeat it. Behind it, by the opposite wall, is the chest containing the key.



As the Deku Scrub, walk or fly over a vent to catch some air. Soar to the ceiling and float to the locked corner room that's protected by mines.

12 DRIPPING HOT LAVA

The trenches in room 12 are too deep to cross, so turn the room upside-down by shooting the red jewel across the way with your Light Arrow. With the room flipped, you can cross the lava as Darmani. Once you're on the other side, shoot the red jewel again to flip things back over so you can go through the exit.





13 BLOCK PUZZLE

When you enter room 13, look at the ceiling. The square indentation above is where you'll ultimately need to move the block. Push the block until you reach a raised part of the floor, then flip the room over by shooting a Light Arrow at the red gem above the doorway. Repeat the process until the block's in place.



Right off the bat, shoot the red gem with your Light Arrow. The block will fall in front of you.



Push the block so that it's next to the central path. Since the path is raised, flip the room to get past it.



Push the block so it's on the same side of the room as its final parking place, then flip the room.

Push the block to the center tile, using the indentation as your guide. Flip the room once more.





The exit will open when the block falls into place. Jump from it to reach the exit ledge.



You'll need arrows and magic to flip the temple. Get them by defeating the Chuchus in the room.

14 HE'S BACK

The Wizrobe in room 14 shoots fireballs, but you'll be pretty safe from them if you station yourself under the deck. Deflect his attacks with your Mirror Shield and shoot arrows at the spinning Wizrobe. When you've defeated him, a treasure chest will appear on top of the deck. Sink your hookshot into the chest to reach the upper level and make your exit.





The chest you summon by defeating Wizrobe will provide you with a Stray Fairy, and it will also enable you to reach the exit. Latch onto the chest with your hookshot to reel yourself up to the platform.

15 DON'T LOOK DOWN

Exorcise the Poes, then fly as the Deku Scrub to the platform across the way. Use the flower there to launch into the hallway to the right, then fire Light Arrows at the hovering Armos statues. If you nail a statue, it will flip over. Run under it to bait it into pounding the ground. If it pounds the ground when it's upside-down, it will blow up.







If you're low on Rupees, bottle the Poes and sell them to the Curiosity Shop. Once you've gotten rid of the ghosts, fly to the Armos statue hallway to the right of the platform. Defeat the statues, then leave a statue of your own on top of the switch via the Elegy. By weighing down the switch, you'll be able to reach the key in the chest.

16 DON'T LOOK UP

After nabbing the key in the Armos hallway, return to the Deku Flower platform by the Poes and enter room 16. Detonate the hanging mines with projectiles, then fly as a Deku Scrub into the area the mines were protecting. Shield yourself from the two vases that will fly at you when you touch down, then use the flower to fly to the platform leading to room 11.



11 JINXED

Avoid getting jinxed by the two Blue Bubbles by wearing the Stone Mask. To disable their hexing powers, hit the skulls with your shield. At the other end of the hall, stock up on supplies.





17 DRIVING YOU BATTY

A vampire creature surrounded by bats, Gomess is a formidable enemy. You'll have to clear those bats away before you'll be able to inflict damage, so let the Light Arrow fly. When the bats disperse, attack Gomess with your sword, then quickly raise your shield. Deflect his blows and repeat the process until he is no more. When he's gone, you'll win the Boss Key.



Gomess's scythe inflicts heavy damage, so dodge it. You must clear out the bats that surround him before you can attack him, so shoo them away by firing the Light Arrow.





When the bats have scattered, attack Gomess with your sword. Your prize will be the Boss Key.

11 MORE BLUE BUBBLES

The Blue Bubbles are a pain, but they'll give you three recovery hearts each—the perfect pick-me-up after Gomess.

16 BACKTRACKING

Fly across room 16 like you did the first time through. When you reach the Deku Flower at the other end of the room, turn left and go through the door to reach room 10.

10 UP TO THE CEILING

An Armos hovers over the nearby platform with the switch on it. If you wear the Zora Mask, you'll be able to jump to the platform. Once you're on it, don the Stone Mask so the Armos won't detect you. Flip the statue upside-down with the Light Arrow, then remove the Stone Mask so the Armos attacks, inadvertently destroying itself by diving headfirst into the ground.



The Armos statue guards a floor switch. Attack the statue with your Light Arrow, then activate the switch.



The switch will cause a treasure chest to appear on the ceiling. Fire your hookshot into it to soar to the upper catwalk in room 16.

16 GIANT'S MASK

After you've reeled yourself up to the catwalk, battle the Eyegore. Get close to it so it pounds its fists and its eye turns yellow. Fire your hookshot or arrows into its eye when it's yellow to defeat it. Your prize will be the Giant's Mask, a special disguise that you can use against only the Stone Tower Temple boss.





18 HOOKSHOT HOPS

As soon as you enter, fire your hookshot into the chest on the ceiling to reel yourself over the spiked log. When you land, shoot your hookshot into the target on the ceiling. Drop to the main floor by the boss door and approach the heart-filled vases. Shield yourself from the first row of decoy vases that will fly at you.





GIANT MASKED INSECT TWINMOLD

The TwinMold boss is an oversized pair of burrowing, wormlike creatures. To have a fighting chance against the giant duo, you must supersize yourself by wearing the Giant's Mask. It uses magic power, so wear it only when you're close enough to attack TwinMold. It's also wise to enter the battle fueled up with Chateau Romani, since the drink (you can buy it at the Milk Bar in East Clock Town) gives you unlimited magic until you travel back in time.





The stone columns contain magic jars, so destroy the pillars and ruins in giant form to stay charmed.



TwinMold's weak spots are its head and tail. Make either end of the serpentine beast the target of your sword and arrow attacks.



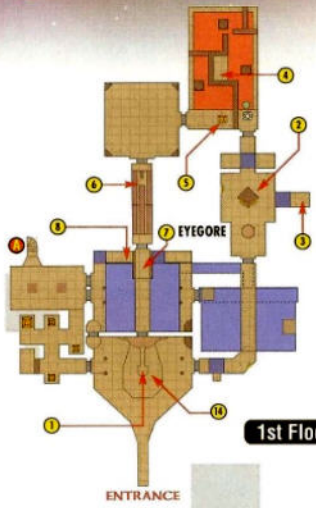
With the destruction of TwinMold, the lion's share of your quest will be complete and you will have freed the final good giant that was trapped in the body of the final evil boss. You'll need to summon the four giants atop the clock tower using the Oath to Order. Spend the remaining time of your three days collecting easy-to-get masks and Pieces of Heart before heading to the clock tower roof on the final midnight to face the Skull Kid in a rematch.





GREAT FAIRY'S GIFT

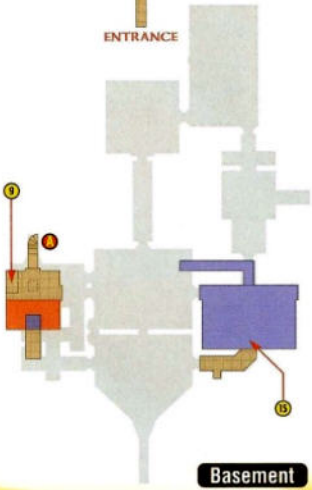
The Fairy of Kindness gives you the Great Fairy's Sword. See just how powerful the sword is by using it against a Dodongo. How quickly a weapon can take out the powerful reptile is proof of its might.



1st Floor



1st Floor
Upside-down



Basement



2nd Floor
Upside-down

CHESTS SUMMONED AND OPENED ON NORMAL



Shoot the eye switch when you first enter the temple to make a Stray Fairy's treasure chest appear.



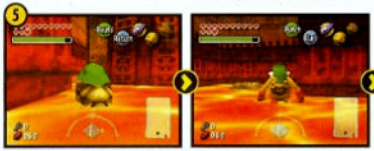
Six sun emblems adorn the walls. If you shine light onto the proper emblem, you'll summon a chest.



Behind the blue block is a treasure chest. Use your Mirror Shield to reflect light onto it.



Deku Scrubs aren't fireproof, so carefully fly to the treasure chest on the ledge.



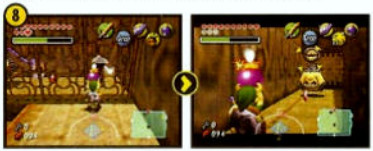
Fairy 5 is insanely hard to get. Pound the floor switch as Darmani, then roll to the switch around the bend. Ease up on the Control Stick when you reach a tight squeeze so you can steer through narrow passages.



After you've activated the switch, climb up the ladder and fly to the chest on the ledge.



After you defeat the Hiploop, drop off the right side of the path to the lower ledge. You'll be able to see a crystal switch below the floor grating. Place a bomb by it to activate it with a blast. The chest will appear on the floor below you.



Once the Dexihand tosses you to dry land, place a bomb by the fenced-in crystal switch. When the blast activates it, swim as Mikau to the other pool. Melt the sun stone, then defeat the Beamos to reach the chest.



Look carefully or you'll miss it. The hookshot point is near the stairway, between two statues.

CHESTS SUMMONED ON NORMAL, OPENED WHEN FLIPPED



When things are right side up, dive, clear the mines and step on the gold switch. Flip the temple, leave an Elegy of Emptiness statue on the switch to extinguish the flames, then use the Deku Flower to soar to the chest.

CHESTS SUMMONED WHEN FLIPPED, OPENED ON NORMAL



After you've completed step 10 on page 102, turn things right side up to open the chest.



For chest 15, you must flip things back to normal and swim to the chest as Mikau to free the Stray Fairy inside.

CHESTS SUMMONED AND OPENED WHEN FLIPPED



You can shoot the suns anytime, but fairy 11 can be snagged only when the temple is upside-down.



Shoot the sun when you first enter room 12, then look in the hallway for the chest.

TO THE MOON

The four giants from Clock Town's folklore are the spirits that were trapped inside Odolwa, Goht, Gyorg and TwinMold. Unbeknownst to the townspeople, the troublemaking Skull Kid is the legendary imp who, according to their legend, felt betrayed and abandoned by his giant friends when each went off to protect one of the realms outside Clock Town. Only his friends, the four giants, can put a stop to his mischief and the moon, so invite them to your rematch with the Skull Kid.





IN THE DARKEST HOUR

The spirits you freed from the bosses—Odolwa, Goht, Gyorg and TwinMold—are the giant guardians who protect the lands to the south, north, west and east. Once you have the remains of the four bosses in your possession, climb to the clock tower deck. Head to its roof when the door opens at the stroke of midnight on Day 3. Your rooftop showdown with the Skull Kid will play out as it did during your very first three days of adventuring, but this time around, play the Oath to Order instead.



The first time you entered the clock tower, you had to use the Deku Flower since you were cursed into a Deku Scrub body that was too short to climb from the ramp to the tower's upper deck. This time around, you can simply walk up the ramp and climb into the clock tower if you're Link or Mikau.







On the clock tower roof, play the Oath to Order to summon the four giants. Once they've stopped the moon from falling, Majora's Mask—and the moon itself—will come to life.



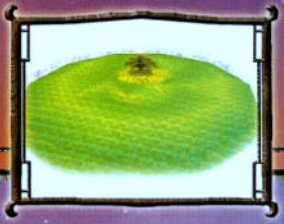






MOON DUNGEONS

When the moon swallows up Link and Tatl, the pair awakens in an alternate reality. Hazy and surreal like a dream, the world that they've entered is a vast and eerie playground for masked children. Masquerading as Odolwa, Goht, Gyorg, TwinMold and Majora, each child has his own dungeon. To explore their worlds, you must offer them your masks as payment.



THE GRASSY PLAYFIELD

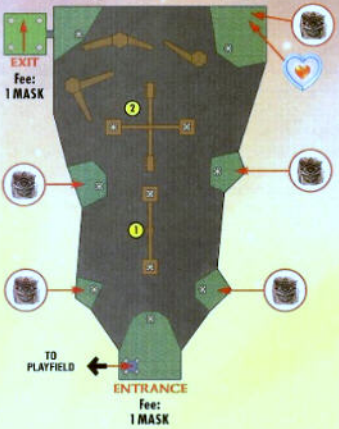
Four masked children prance around the lone tree atop the hill. The outcast who sits in the tree's shade wears Majora's Mask. Before agreeing to play with him, play with the other children first. Each of the running boys has his own dungeon for you to explore, and each dungeon contains a Piece of Heart. In addition to finding a boost for your life meter in their dungeons, you'll find Gossip Stones that will reveal to you major adventure hints if you wear the Mask of Truth.



To enter and exit each child's dungeon, you must surrender a mask (excluding the Deku, Goron, Zora and Fierce Deity's Masks). To explore all four dungeons, you'll need to give up all 20 of the collectible masks.

DEKU DUNGEON

Though you can explore the four dungeons in any order, begin by speaking with the child dressed up as Odolwa, since he asks you to give up only one mask to enter his dungeon and one mask to exit. Gaining entry to the moon dungeons is the main reason for earning the guises, so don't be stingy with your masks. Besides, they'll reappear in your inventory if you return to Day 1.



1 HOP PROP

Since it's the Deku Dungeon, you must rely on your Deku powers. Hover to the propeller platform, then fly to a ledge. When the second prop spins your way, fly to it.



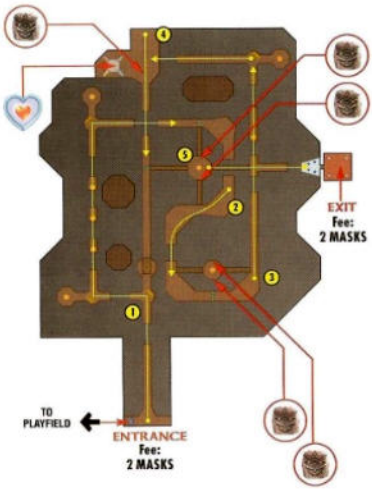
2 YELLOW FLOWER FLIGHT

Yellow Deku Flowers give you more lift, and you must launch out of the one on the second propeller to reach the exit. Blast off before propeller 2's second blade sweeps you off your feet.



GORON DUNGEON

Once you've completed the Deku Dungeon, the child disguised as Odolwa will vanish from the grassy playfield. Of the remaining children, seek out the one who's decked out as Goht. If you give him two masks from your collection, the boy will let you into the Goron Dungeon. Navigate the narrow paths inside by wearing the Goron Mask and cruising along the paths shown on the map below. The yellow arrows show the trails you must blaze to reach the exit. At full speed, roll straight ahead into the angled treasure chests at the corners. Do not steer—when you hit a chest, it'll bounce you around the bend so you'll automatically round corners without losing speed.





You need to be rolling at maximum speed to clear the gaps in the paths. If you get stuck on a roadway without enough room to build up your approach, step onto a warp platform. The rainbow pads will return you to the start of the course.

1 GATHER NO MOSS

Max out your magic, then roll straight for the treasure chests at point 1. If you hit them just right, they'll bounce you 90 degrees into a direct course for the next set of chests across the gap. As long as you maintain your speed and don't steer, you can bounce and roll your way to the end of the first arrow.



2 OVER THE BRIDGE

Break open jars to refill your magic power, then cross the wooden bridge until you reach pathway 2. Build speed at the beginning of the arrow at 2, then swerve over the ramp to the end of the arrow. Stop rolling, refill your magic, then walk to the next drag strip at point 3.



3 STRAIGHT AHEAD

Once you're on a direct path to the chests at point 3's first corner, release the Control Stick and let the treasure chests automatically redirect your course to point 4.

4 PIECE OF HEART

Path 3 takes you to the Piece of Heart, so claim your prize before barreling down path 4. Launch off the ramp, then stop and turn left to cross the bridge.

5 THE HOME STRETCH

Curl up on the circular platform at 5 and race over the bridge to charge into the exit. The child wearing Goht's mask will greet you in the next room. To get out and complete the dungeon, you must give him two of your masks. When you return to the playfield, the Goht child will be nowhere in sight.



ZORA DUNGEON

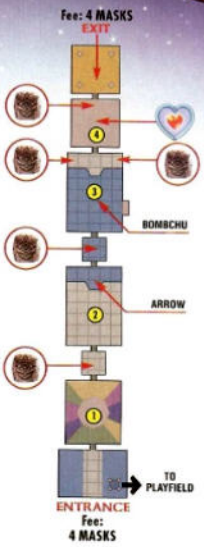
For three masks, the child dressed as Gyorg will let you take a dip in the Zora Dungeon. Swim through the crisscrossing pipelines to reach the Piece of Heart and exit. Except for the exit, all paths will return you to the start of the dungeon.





LINK DUNGEON

For four masks, the TwinMold child will invite you into the Link Dungeon. Hang on to the Mask of Truth to use on Gossip Stones and the Bunny Hood to quicken your evasive swordfighting maneuvers.



1 DINOFOLS

Slash the Dinofols with targeted swordfighting and dodge its fiery breath. Two hits will bring down the lizard, unlocking the door to the next room. There, you'll find the first of the dungeon's five Gossip Stones that will reveal quest secrets to you if you're wearing the Mask of Truth.



2 GARO MASTER

One of the best duelists around, the jumpy Garo Master will dodge and deflect most of your attacks. Ice Arrows and Deku Nuts can help you keep the moving target in one spot. Attack him when he's temporarily frozen, then back away before he recovers and retaliates.





Once you've defeated the Garo Master, a chest will appear on the ledge. Sink your hookshot into it to reach the upper level.

3 IRON KNUCKLE

Keep the Iron Knuckle targeted at all times. Jump toward it to make it attack, then jump back as it executes one of its two moves: a double swipe or an overhand swing. Since it pauses after attacking, jump in to retaliate, then quickly jump back before it swings its battle-ax. By repeating the process, you'll defeat it and win 10 Bombchu. Use one of them to blast the cracked portion of the wall that conceals a ladder switch.





4 BOMBS AWAY

Launch a Bombchu so it blasts open the crack in the ceiling. Hang on to the Bombchu for a second before releasing it and give it plenty of room to reach its target. When the dust settles, the blast will have uncovered a frozen switch that your Fire Arrow can activate.



HEART OF DARKNESS

Talk to the child who's wearing Majora's Mask to face off with the face of evil. And you don't need to explore all four moon dungeons to battle it. The fight will be easier, though, since the Majora child will grant you the all-powerful Fierce Deity's Mask, if you've surrendered your 20 masks to the moon dungeon kids.



PHASE 1 MAJORA'S MASK

If you have the Fierce Deity's Mask, you can defeat Majora without breaking a sweat. But if you don't have the almighty mask and have to battle the demon the hard way, begin by shooting it as it flies around the arena. As Mikau, ground the mask by firing your fins at it. The boss remains you brought into the arena eventually will attack you, so fire arrows at them while fending off flames that Majora's Mask will spew.







When the boss remains awaken and fly around you, Majora's Mask will begin shooting fire. Bounce the rays into the masks using your Mirror Shield.

PHASE 2 MAJORA'S INCARNATION

After Majora's Mask has taken a beating, the demon spirit will manifest itself as Majora's Incarnation. The new mutation is light on its feet, so attack it from a distance using regular arrows (you'll need to conserve magic power). Hit it to trip it up, then slash it with your sword when it's down.



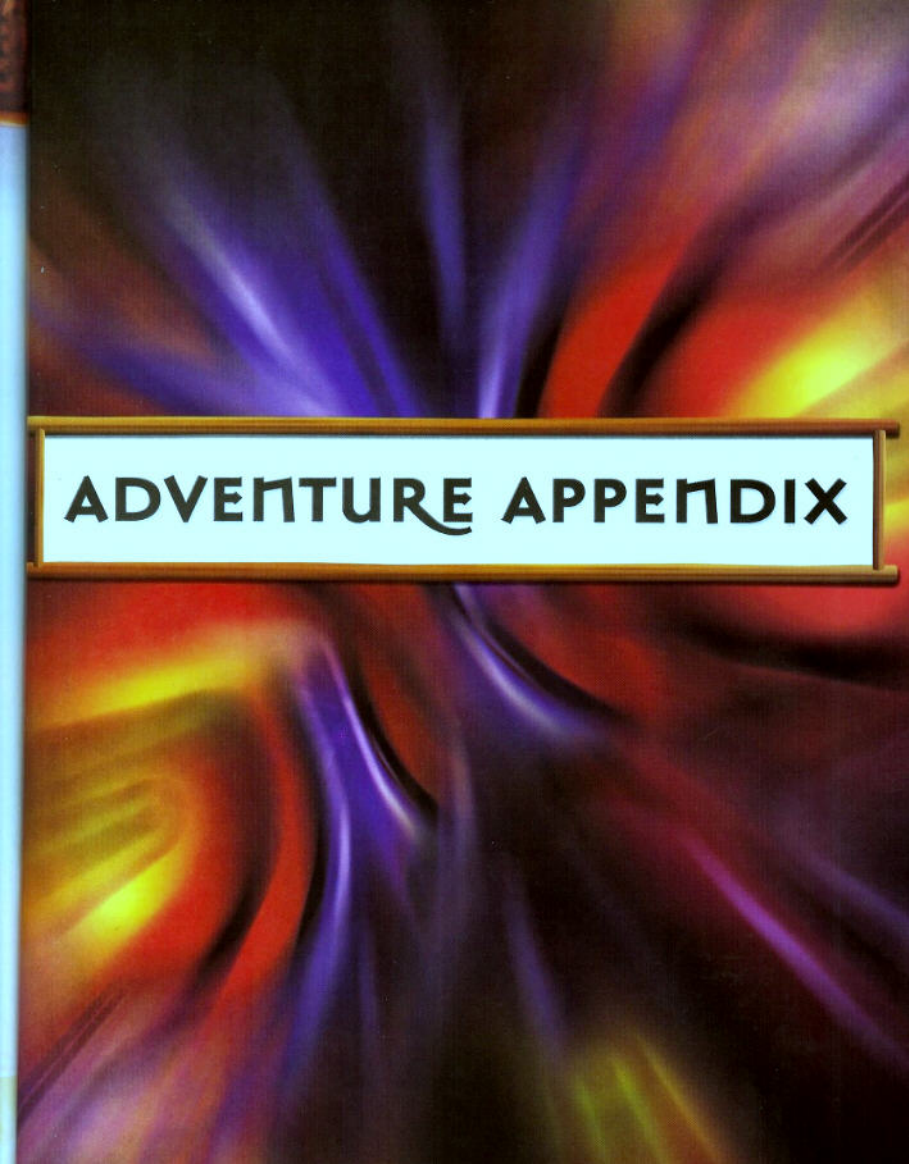


PHASE 3 MAJORA'S WRATH

In its most powerful and frightening form, Majora will rage as Majora's Wrath. The monster will sling whiplike tentacles at you and unleash spinning blades into the arena. Since its tentacles will keep you at bay, attack the wrath with your Light Arrows. A direct hit will drop the demon, giving you a chance to charge and attack with your sword. After you've quelled Majora's Wrath, you'll return to Termina Field and the moon that spelled doom for Clock Town will be no more.






ADVENTURE APPENDIX

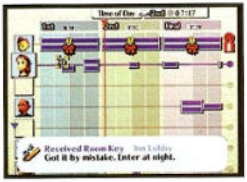
BOMBERS' NOTEBOOK

The Skull Kid has made a mess of everyone's lives. When you meet certain troubled souls who were somehow wronged by the Skull Kid, an entry will appear for them in your Bombers' Notebook. Ease their woes or solve all their problems to win a mask, Piece of Heart or, sometimes, both. Your notebook will keep track of your progress and has room for 20 specific people. To find and help them all, you'll have to devote several three-day runs to being a good Samaritan.



SHINY, HAPPY PEOPLE

If you meet one of the 20 folks you must help so you can win a mask or Piece of Heart, you'll receive a notebook entry revealing the person's daily schedule. The only time when you can find and help that person is during the window of opportunity that will appear as a blue bar in your notebook's daily time chart. If you accomplish the task set aside for that block of time, one of three symbols will appear by it: an exclamation point (when you fulfill a step in completing your good deed), a ribbon (when you earn a prize like a Piece of Heart for helping) and a mask (when you win a mask).



Each column in the notebook represents a six-hour block of time. For example, the left edge of the first blue column for Day 1 represents 6:00 a.m. and its right edge represents noon. The second blue column represents noon to 6:00 p.m. (the 18:00 on the chart is military time for 6:00 p.m.) and so on.

SECRET SOCIETY OF JUSTICE

Bombers

REQUIREMENT: DEKU MASK

REWARDS: SECRET CODE, BOMBERS' NOTEBOOK











Only kids are allowed to be Bombers. Since the gang won't allow Deku Scrub kids to join, you must be Link to join their gang and receive their notebook. You can play their hide-and-seek game as Link to earn your membership, but the quicker way to snag the notebook is by entering their hideout. The secret code you earned as a Deku Scrub will still work and is saved to your game file. When you exit as Link, Jim will give you the notebook, and the Bombers' entry inside will already be completed.

STICKY FINGERS

???

REQUIREMENT: ANY LETTER OR TITLE DEED

REWARD: PIECE OF HEART



Stock Pot Inn's restroom is under the stairs. Every midnight, the person who lives in the toilet (the hole in the floor) will reach out to grab some toilet paper. Since there isn't any left, offer a title deed or letter. You'll need to be inside the hotel after it closes, so you must have the room key or hover through the door on the deck.



CREATURE COMFORTS

Guru-Guru

REQUIREMENT: DEKU MASK
REWARD: BREMEN MASK



Grog

REQUIREMENT: BREMEN MASK
REWARD: BUNNY HOOD



The performance troupe's organ-grinder, Guru-Guru, cranks out tunes at the Laundry Pool on Days 1 and 2 between 6:00 p.m. and 6:00 a.m. Since Guru-Guru won't tell his story to Deku Scrubs, listen to him as Link. After he confesses to you, he'll give you the Bremen Mask. If you wear the mask and press and hold B, you'll play a marching song that will cause certain animals to follow you. Wear the mask at Grog's Cucco Shack at Romani Ranch. By marching around with his chicks, you'll make them grow into cuccos.







Help Guru-Guru by listening to his confession. After he rewards you with the Bremen Mask, head to Romani Ranch's Cucco Shack between 6:00 a.m. and 8:00 p.m. By serenading Grog's chicks, you'll earn the Bunny Hood.

DANCING IN THE MOONLIGHT

Kamaro

REQUIREMENT: SONG OF HEALING
REWARD: KAMARO'S MASK



Rosa Sisters

REQUIREMENT: KAMARO'S MASK
REWARD: PIECE OF HEART

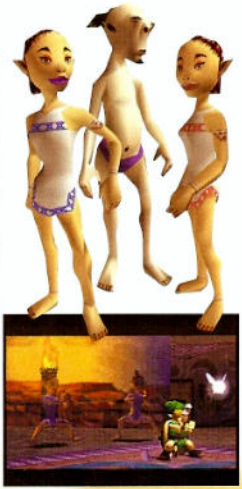


Every night from midnight to six in the morning, Kamaro, the ghost dancer, practices his moves. You'll find him dancing inside the circle of stones atop the mushroom-shaped rock in north Termina Field. Jump to the rock, then play the Song of Healing to him so he'll teach you his moves. The Rosa Sisters in West Clock Town's courtyard struggle to choreograph their carnival dance on Days 1 and 2 from 6:00 p.m. to 6:00 a.m. Give the twins some inspiration by donning Kamaro's Mask and then pressing and holding the B Button.









TROUBLE AT THE RANCH

Romani

REQUIREMENT: POWDER KEG
REWARD: MILK BOTTLE



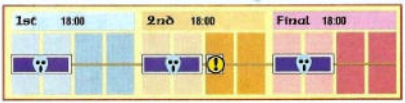
Cremia

REQUIREMENT: SAVE RANCH FROM GHOST RAID
REWARD: ROMANI'S MASK



Gorman Bros.

REQUIREMENT: EPONA
REWARD: GARO'S MASK



On Day 1, use a powder keg to blow up the boulder blocking Milk Road. Talk to Romani to learn about the ghost aliens that will invade the ranch later that night. Ghost-busting begins at 2:30 a.m., so be at the ranch to fend off the aliens with your arrows. The battle will be easier (albeit longer) if you've slowed time's flow using the Inverted Song of Time, since the ghosts will slow down, too. If you keep them at bay until sunrise, you'll win a milk bottle. Revisit Romani Ranch at 6:00 p.m. (it must be during the same three-day cycle as your successful ghost-busting romp) to hitch a ride with Cremia into town. Defend her coach from the bandits to win Romani's Mask. The bandits are the Gorman brothers, and you can win their Garo's Mask by outriding them at their horse track.









On Day 1 between 6:00 a.m. and 6:00 p.m., talk to Romani to prepare for the battle against the ghosts that arrive at 2:30 a.m. You'll practice on horseback, but when the real thing happens, it'll be easier to fight on foot.







Shoot arrows to stop the aliens from reaching the barn. If you hit a ghost, it will leave behind arrows. Keep the invaders at bay until 5:15 a.m.





On Day 2 at 6:00 p.m., ride with Cremia into town. You won't be able to go if you haven't helped Romani stop the alien invaders on the previous night.



The Gorman brothers, cloaked in hooded disguises, will ride after Cremia's coach to steal her shipment of milk. Stop the bandits from getting close to the milk by firing arrows at them.

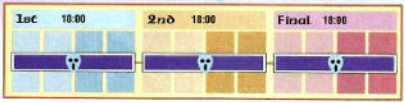


If you show up at Gorman Track on any day between 6:00 a.m. and 6:00 p.m. and talk to the brothers while mounted on Epona, they'll challenge you to a race. The prize is the Garo's Mask.

THE UNKNOWN SOLDIER

Shiro

REQUIREMENTS: LENS OF TRUTH, EPONA, RED OR BLUE POTION
REWARD: STONE MASK



At the junction between Ikana Canyon and the Ikana Graveyard, several stones have been arranged in a circle on the ground. If you focus your Lens of Truth on the stones, you'll see Shiro, the soldier who goes unnoticed by all. Help the unseen soldier by giving him a Red or Blue Potion. In return, he'll give you the Stone Mask.





Shiro will sit inside the circle of rocks near Ikana 24 hours a day until you spot him with your Lens of Truth and heal him with a potion.



INTO THE NIGHT

Old Lady from Bomb Shop

REQUIREMENT: DEKU MASK
REWARD: BLAST MASK





Sakon will try to rob the old lady on Day 1 from 12:30 a.m. to 12:50 a.m. Stop the thief by hitting him with your sword.



Man from Curiosity Shop

REQUIREMENTS: PROTECT OLD LADY FROM THIEF, GIANT WALLET
REWARD: ALL-NIGHT MASK





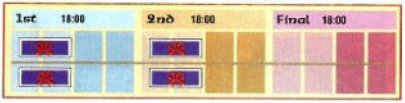




Sakon steals from the Bomb Shop and sells the hot items to the Curiosity Shop. If you stop him from robbing the Bomb Shop woman, the All-Night Mask will appear at the Curiosity Shop on Day 3.

Anju's Grandmother

REQUIREMENT: ALL-NIGHT MASK
REWARDS: 2 PIECES OF HEART





The All-Night Mask costs 500 Rupees. You can't carry that many jewels unless you have the Giant Wallet, which you'll earn by finding all the Skulltulas in Great Bay Coast's Oceanside Spider House on Day 1.



Visit Anju's grandmother in the Stock Pot Inn between 8:00 a.m. and 6:00 p.m. on Day 1 or 2. Wear the All-Night Mask and listen to her stories. By staying awake through both of them, you'll score two Pieces of Heart.



At night on Day 1, Sakon the thief will lurk near North Clock Town's slide. His target is the old lady from the Bomb Shop, and she'll stroll through the area at 12:30. When Sakon strikes, attack him with your sword. If you chase him off, you won't be able to win the Couple's Mask during your current three-day cycle, since Sakon is a key player in Kafei's predicament and you've changed the course of events that would have led to the thief's comeuppance. But if you run Sakon out of town, you'll earn the old lady's Blast Mask and the All-Night Mask will appear at the Curiosity Shop after 10:00 p.m. on Day 3. Buy the mask for 500 Rupees. During a separate three-day go-round, wear the All-Night Mask while listening to the Stock Pot Inn granny's two stories.

BALLAD OF THE WIND FISH

Toto

REQUIREMENTS: ZORA MASK, ROMANI'S MASK
REWARD: CIRCUS LEADER'S MASK



Gorman

REQUIREMENTS: ZORA MASK, ROMANI'S MASK
REWARD: CIRCUS LEADER'S MASK

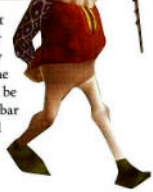












Once you have Romani's Mask and can assume the form of a Deku Scrub, Goron and Zora, visit East Clock Town's Milk Bar, which is open from 10:00 p.m. to 5:00 a.m. On Day 1 or 2, wear Romani's Mask to enter the exclusive club, then talk to the Zora band manager, Toto. Follow his instructions to complete his sound check with a performance of the Zora song, Ballad of the Wind Fish (from The Legend of Zelda: Link's Awakening). As the music fills the bar, Toto will be pleased and your notebook entry for him will be completed. You'll also fulfill the entry for bar patron and circus troupe leader, Gorman. Your rendition will move the grouch to tears, and he'll give you the Circus Leader's Mask.

UNITING ANJU AND KAFEI

DAY 1
EARN KAFEI'S MASK



Helping Kafei and Anju is the most elaborate and involved of the good deeds that you must do to complete your Bombers' Notebook. The task of getting the two together spans all three days and will round out your notebook entries for many other characters along the way. Begin by adding Kafei's mother, Madame Aroma, to your notebook. Visit the Mayor's Residence as Link and speak with her in the drawing room. She will tell you about her son who has disappeared and give you Kafei's Mask. Wear it and talk to the townsfolk to find out more about her missing son.





Madame Aroma will recruit you to find Kafei. The mask she gives you resembles her purple-haired son who has run off days before his wedding.

DAY 1
RECEIVE ROOM KEY

The scatterbrained innkeeper, Anju, frequently mixes up guests and reservations. If you show up at the front desk of the Stock Pot Inn on Day 1 between 1:50 p.m. and 4:10 p.m., Anju will give you a room key that was really meant for the Goron who shares your name (his name is your file name followed by "goro"). If you get the key, you can stay at the inn after it closes, but the Goron will be left in the cold.









DAY 1

SECRET RENDEZVOUS

While you can perform the first two tasks ("Earn Kafei's Mask" and "Receive Room Key") during any three-day cycle, all other steps must be completed three days in a row. The first in the continuous series of steps is setting up a rendezvous with Anju. On Day 1, after the postman delivers a letter to Anju at the Stock Pot Inn, talk to her at the front desk. If you're wearing Kafei's Mask, she'll ask you to talk to her later that night.





The room key from Anju lets you enter the Stock Pot Inn even after it closes at 8:30 p.m. But you don't need the key to reach Anju for her late-night rendezvous. If you wear the Deku Mask, you can use the Deku Flower in East Clock Town to fly to the hotel's deck. The door there is unlocked.



DAY 1

LETTER FOR KAFEI

Meet Anju in the kitchen on the first floor of the Stock Pot Inn at 11:30 p.m. When you talk to her, she'll tell you how her fiancé has vanished. She has no idea why he's run out and she's desperate to find the reason. Anju has written a letter to her future husband, and she'll ask you to mail it. You must deposit the letter into a mailbox before morning arrives so the postman can deliver it, so drop it into any of the red postboxes located in Clock Town.







DAY 2

PLEASE, MR. POSTMAN

On Day 1 or 2, visit the Post Office between 3:00 p.m. and 12:00 a.m. to play the postman's timing game. Wearing the Bunny Hood will make it easier for you to win and check off the event in your notebook. On Day 2, between 9:00 a.m. and noon, the postman will make his daily run and pick up the letter to Kafei.

Madame Aroma

REQUIREMENT: SPECIAL DELIVERY TO MAMA

REWARDS: KAFEI'S MASK, CHATEAU ROMANI



Anju

REQUIREMENTS: KAFEI'S MASK, PENDANT OF MEMORIES

REWARDS: ROOM KEY, LETTER TO KAFEI, COUPLE'S MASK



Kafei

REQUIREMENTS: LETTER TO KAFEI, GARO'S MASK, HOOKSHOT

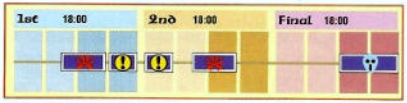
REWARDS: PENDANT OF MEMORIES, COUPLE'S MASK



Postman

REQUIREMENTS: LETTER TO KAFEI, SPECIAL DELIVERY TO MAMA

REWARDS: PIECE OF HEART, POSTMAN'S HAT



Man from Curiosity Shop

REQUIREMENT: GIVE PENDANT TO ANJU

REWARDS: KEATON MASK, SPECIAL DELIVERY TO MAMA





When the postman collects the letter you've deposited, your notebook will automatically record the incident, so you don't need to witness the pickup.



Play the postman's game on Day 1 or 2 from 3:00 p.m. to midnight to complete one of the mail carrier's entries in your notebook.

DAY 2

SIGNED, SEALED, DELIVERED

You don't need to watch the postman deliver the letter from Anju, since you'll get credit for the event in your notebook whether you're present or not. If you're curious to see who receives the letter, stake out the Laundry Pool on Day 2 from 3:30 p.m. to 3:40 p.m. The youth who receives the letter will slip through the door by the pool. Thirty-five minutes later, at 4:15 p.m., the door will be unlocked. Open it to enter the Curiosity Shop's back room. Inside, you'll discover the small child is Kafei—Anju's fiancé!



Anju can't find her fiancé. The postman knows where he is and will deliver her letter to Kafei, who's at the Laundry Pool.

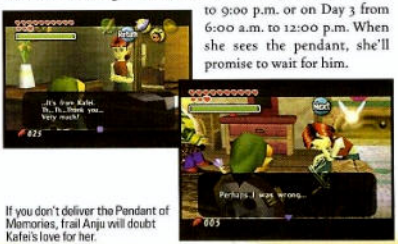


Between 4:15 p.m. and 10:00 p.m. on Day 2, enter the Laundry Pool door to meet Kafei. He read about you in Anju's letter, and he'll ask you to give her a pendant.

DAY 2

PENDANT OF MEMORIES

Though he was turned into a child by the Skull Kid, Kafei still wants to go through with his marriage to Anju. The Pendant of Memories that he gave you in the Curiosity Shop's back room is proof of his devotion to her. Deliver the symbol of love to Anju when she's working at the Stock Pot Inn on Day 2 from 5:00 p.m. to 9:00 p.m. or on Day 3 from 6:00 a.m. to 12:00 p.m. When she sees the pendant, she'll promise to wait for him.



If you don't deliver the Pendant of Memories, frail Anju will doubt Kafei's love for her.

DAY 3

CURIOSITY SHOP

Late at night, from midnight to 2:00 a.m. on Day 2, Sakon—the thief who stole Kafei's wedding mask—will try to sell more stolen goods to the man at the Curiosity Shop in West Clock Town. Find out more about the thief and his relationship with Kafei by entering the Laundry Pool door on Day 3 between 1:00 p.m. and 10:00 p.m. to talk with the Curiosity Shop storekeeper in his back room. The man will give you Kafei's cherished Keaton Mask, as well as a letter the boy wrote to his mother, Madame Aroma, that assures her of his safety.



Sakon will argue with the shopkeeper in the Curiosity Shop on Day 2 between 12:00 a.m. and 1:00 a.m. To talk to the storekeeper in private, enter the Laundry Pool door on Day 3 between 1:00 p.m. and 10:00 p.m.

DAY 3

EXPRESS MAIL TO MAMA

Hightail it to the Post Office in West Clock Town to give the letter to the postman. Making deliveries is the restless public servant's life and when you give him the letter addressed to Madame Aroma, you'll lift his spirits. After putting on his uniform, the postman will deliver the letter to Madame Aroma at the Milk Bar. When she receives the letter, she'll relieve the postman of his duty. If you talk to him afterward, he'll graciously give you his Postman's Hat.

MADAME AROMA



You can personally deliver Kafei's letter to his mother. On Day 3 after 6:00 p.m., visit the Milk Bar and hand the letter to Madame Aroma who's seated at the counter. She'll reward you with a new bottle filled with Chateau Romani.

POSTMAN



If you hand-deliver the letter to Madame Aroma, you won't be able to complete the postman's entry in your notebook for your current three-day run. To do so, you must visit him in the Post Office and give him the express mail to Mama.

DAY 3

SAKON'S HIDEOUT



Hang a right before the Octorok dock near the entrance to Ikana Canyon and follow the ledge to Sakon's Hideout. Kafei waits there on Day 3 behind the slabs of rock. Hide there with him and don't let Sakon see you when he trots up the hillside and enters his high-security lair between 6:00 p.m. and 7:00 p.m. If the thief doesn't spot you, Kafei and you will be able to slip into Sakon's secret cave.







Sneak into Sakon's Hideout after he enters it around 7:00 p.m. on the final day.







Sakon stole Kafei's wedding mask, the Sun's Mask. A conveyor belt transports it out of your reach, so the two of you must hurry to retrieve it.

DAY 3

SUN'S MASK PUZZLES

When you step on the switch that Kafei tells you to activate, you'll suddenly be playing as Kafei. Use him to activate a blue floor switch. Once you've tripped it, you'll play as Link, who must defeat an enemy. Continue the relay as fast as you can until both of you reach the blue switches in the final room to claim the mask.







You'll alternate playing as Kafei and Link. During Link's turns, you'll battle Deku Babas and a Wolfos to unlock the exits that Kafei must use.



As Kafei, your goal is to step on or push a block over the blue switch in the room so you can open the door for Link. Move blocks or walk along the recommended paths shown in the screen shots. Avoid red switches and press yellow ones to buy yourself a little extra time.

DAY 3

THE PROMISE

When Kafei reclaims the Sun's Mask, warp back to town. Enter the Stock Pot Inn's employees-only room to witness Anju and Kafei's reunion and win the Couple's Mask.



ENDING THE MAYOR'S LOOONG MEETING

Mr. Dotour

REQUIREMENT: COUPLE'S MASK

REWARD: PIECE OF HEART



Once you have the Couple's Mask, visit Mayor Dotour on Day 1 or 2 between 10:00 a.m. and 8:00 p.m. or Day 3 between 10:00 a.m. and 6:00 p.m. Wear the mask to save the mayor from a boring and circuitous debate on the fate of the Carnival of Time.





HAPPY MASKS

The Deku, Goron and Zora Masks are special, magical items that enable Link to inhabit the body of the creature depicted by his disguise. In addition to his enchanted guises, Link can earn 20 Happy Masks by helping other characters or completing challenges. All 20 of the collectible masks boast special functions. And while finding all 20 is not necessary to stop the descent of the moon and the rise of Majora, a complete collection of Happy Masks will earn you a fourth special, magical mask, the Fierce Deity's Mask—the ultimate weapon against bosses and Majora.



GREAT FAIRY MASK

WHO THE GREAT FAIRY

WHERE NORTH CLOCK TOWN

The Great Fairy in the cave in North Clock Town will give you her mask if you can help her reassemble her shattered body. Her missing piece is the Stray Fairy that hovers over the Laundry Pool during the day and in East Clock Town during the night. Return the stray to her any time after your first three days of adventuring.







The Great Fairy Mask will detect the presence of Stray Fairies in dungeons. The mask's pink hair will shimmer and flow if a Stray Fairy is in the room. As long as a lost pixie is free to fly, it will come to you when you wear the mask.



BREMEN MASK

WHO GURU-GURU

WHERE LAUNDRY POOL IN CLOCK TOWN

Talk to the organ-grinder, Guru-Guru, when he's spending the night at the Laundry Pool on Day 1 or 2 to earn his Bremen Mask. By wearing the disguise, you can march and lead small animals around when you press and hold the B Button.





BUNNY HOOD

WHO GROG

WHERE CUCCO SHACK AT ROMANI RANCH

If you shepherd Grog's flock with the Bremen Mask, the baby birds will suddenly mature into full-grown cuccos. To thank you, he'll give you the Bunny Hood, a mask that gives you the speed of a rabbit. Wear it when the aliens raid the ranch and when you play the postman's timing game.







KAMARO'S MASK

WHO KAMARO

WHERE MUSHROOM ROCK IN NORTH TERMINA FIELD

On any evening between midnight and 6:00 a.m., jump to the mushroom-shaped rock in north Termina Field. Ghost dancer, Kamaro, shakes it there. You'll be able to get down just like he does once you've played the Song of Healing to snag his mask.







BLAST MASK

WHO OLD LADY FROM BOMB SHOP

WHERE NORTH CLOCK TOWN, DAY 1

At 12:30 a.m. on Day 1, the old lady from the Bomb Shop will cross North Clock Town lugging a shipment of merchandise. Sakon, the thief, will try to rob her, but you can stop him by whacking him with your sword. If you successfully protect the old lady, she'll give you the Blast Mask. Press B while wearing it to detonate the mask. The catch is that the blast will harm you a little in the process.





If you run out of bombs, you can use the Blast Mask. Its explosive power never runs out, though it takes a while to recharge after it has exploded. Use it to blow up boulders and other objects you want to go boom.



MASK OF TRUTH

WHO CURSED SKULLTULA MAN

WHERE SWAMP SPIDER HOUSE

Exterminate all of the Skulltulas in the Swamp Spider House to lift the curse placed on the man who lives there. If you manage to change him from an eight-legged mutation back into his two-legged self, he'll reward you with the Mask of Truth. Wear it to communicate with Gossip Stones and certain types of animals.







It's no coincidence that Gossip Stones bear similar markings to the Mask of Truth. The all-seeing eye of the guise can extract clues and hints from the stones. The mask will also allow you to read dogs' minds if you pick up the pups. Being able to interpret barks and woofs makes it simple to choose the winner in Mamamu Yan's dog race.



MASK OF SCENTS

WHO DEKU BUTLER

WHERE DEKU CAVE

Rescue the Deku Princess for the chance to race her butler. The prize at the finish line is the Mask of Scents, which will enable you to sniff out mushrooms. You'll be able to see their scent, which will appear as a purple haze. Seek out the fungi and bring them to the Southern Swamp Potion Shop, where the magic hag, Kotake, can use them to brew you up a magical healing potion.





DON GERO'S MASK

WHO HUNGRY GORON

WHERE MOUNTAIN VILLAGE

The hungry Goron shivering atop the ledge in the Mountain Village wants food. If you feed him the slab of rock sirloin hidden in the Goron Shrine's chandelier, he'll give you Don Gero's Mask. Wear the froggy face piece to gather a choir of frogs (like the one leaping at the Laundry Pool) to perform a rewarding and hearty song in the Mountain Village pond once spring has arrived.



In the winter, put the Goron baby to sleep with the Goron Lullaby, then light the Goron Shrine's 11 braziers. (Get things started by using a Deku Stick you've lit in the baby's room.) When the chandelier begins to spin, crash into its pots to free the rock sirloin hidden up there. Carry the geological morsel cross country and deliver the delicacy to the hungry Goron on the ledge near the Mountain Smithy.





Romani's Mask

WHO CREMIA

WHERE TERMINA FIELD, DAY 2

After you've helped Romani protect the ranch from the ghost invaders, the cows will be able to produce milk for Cremia's shipment of Chateau Romani on Day 2. She'll leave for town at 6:00 p.m., so hitch a ride with her at Romani Ranch. When the bandits try to ambush the coach, fend them off to win her mask.







Only after you've saved the ranch from the 2:30 a.m. alien invasion on Day 1 will you be able to ride with Cremia on Day 2. She'll leave the ranch at 6:00 p.m.



When East Clock Town's Milk Bar opens at 10:00 p.m., only patrons wearing Romani's Mask will be able to enter and pull up a stool.



Circus Leader's Mask

WHO GORMAN

WHERE MILK BAR

Gorman, the man who leads the circus troupe, is usually a sourpuss, but you can soften him up by playing the Ballad of the Windfish. The song will move him to tears, and you can play it if you follow Toto's instructions when he conducts the Milk Bar's sound check on Day 1 or 2 between 10:00 p.m. and 5:00 a.m.



The Gorman brothers at the track are saddened when they're reminded of their unhappy brother, the circus leader. If you wear the mask when you ride with Cremia, the brothers will follow you but won't attack.





Garo's Mask

WHO GORMAN BROTHERS

WHERE GORMAN TRACK

Garos are ninja, and the Gorman brothers will wear their hooded disguises when they try to ambush Cremia's milk delivery. To win one of the masks for yourself, talk to the Gormans at their track while you're mounted on Epona. You can race the siblings on any day between 6:00 a.m. and 6:00 p.m.









Only while wearing the Garo's Mask will you be able to enter Ikana Canyon. Inside the haunted land, hint-giving Garos will materialize if you wear the mask, while monsters, like the ReDead, will ignore you and let you pass safely.





Stone Mask

WHO SHIRO

WHERE ROAD TO IKANA

Use the Lens of Truth to see the overlooked soldier, Shiro, who sits inside the circle of stones at the Ikana Canyon and Ikana Graveyard junction. If you heal him with a Red or Blue Potion, he'll give you his mask, which will allow you to go unseen by most enemies. Even the watchful pirates in Great Bay won't notice you.







ALL-NIGHT MASK

WHO MAN FROM CURIOSITY SHOP

WHERE CURIOSITY SHOP, DAY 3

If you stop Sakon from robbing the old woman from the Bomb Shop at 12:30 a.m. on Day 1, the All-Night Mask will go up for sale at the Curiosity Shop. Buy the 500-Rupee mask and wear it to stay awake during the Stock Pot Inn grandmother's stories.





KAFEI'S MASK

WHO MADAME AROMA

WHERE DRAWING ROOM IN THE MAYOR'S RESIDENCE

If you visit Madame Aroma in the room to the right of the front desk in the Mayor's Residence anytime between 10:00 a.m. and 8:00 p.m. on Day 1 or 2, she'll give you Kafei's Mask. Wear it and talk to townsfolk to inquire about Madame Aroma's missing son.





KEATON MASK

WHO MAN FROM CURIOSITY SHOP

WHERE CURIOSITY SHOP'S BACK ROOM, DAY 3



POSTMAN'S HAT

WHO POSTMAN

WHERE OUTSIDE THE MILK BAR, DAY 3



A beloved children's disguise, the Keaton Mask will allow you to summon the ghost fox that the mask is named after. To find the three-tailed animal, chop an entire grove of moving shrubs before one escapes.



COUPLE'S MASK

WHO ANJU & KAFEI

WHERE STOCK POT INN EMPLOYEES' ROOM

During the long process of reuniting Anju and Kafei, you'll have an opportunity to earn the Keaton Mask, Postman's Hat and Couple's Mask (for more details, see pages 116 through 119). On Day 3 of the sequence, you can win the Keaton Mask. You'll also receive some express mail, which will earn you the Postman's Hat when you give the letter to the mailman. Once Anju and Kafei are together, they'll give you the Couple's Mask, which you should wear in front of Mayor Dotour.



One of the privileges of being a mail carrier is that you get to look into the mailboxes. With the Postman's Hat on your head, you'll be able to empty the postboxes of items like Rupees or a Piece of Heart.









The Keaton Mask, Postman's Hat and Couple's Mask are directly related to your progress in helping Anju find Kafei.



If you give the letter from Kafei to the postman, you'll be able to win his Postman's Hat after he makes the special delivery.

If you visit the Curiosity Shop's back room on Day 3 between 1:00 p.m. and 10:00 p.m., the shopkeeper will give you the Keaton Mask and a letter from Kafei.



CAPTAIN'S HAT

WHO CAPTAIN KEETA

WHERE IKANA GRAVEYARD (IN A TREASURE CHEST)

Play the Sonata of Awakening to revive the skull warrior, Captain Keeta. When he awakens, chase after him and defeat the Stalchildren (clobber them as Darmani, then roll to the next gate or shoot arrows at Keeta to slow him down). At the finish, open the chest to unload the Captain's Hat. Wear it to command the Stalchildren in Ikana Graveyard and the Oceanside Spider House.







GIBDO'S MASK

WHO PAMELA'S FATHER

WHERE IKANA CANYON'S MUSIC BOX HOUSE

After you play the Song of Healing to Pamela's father, the only remains of his mummification will be the Gibdo's Mask. Wear the mummy face beneath the well to talk to Gibdos and to be left alone by both the bandaged baddies and the ReDead of Ikana.







GIANT'S MASK

WHO EYEGORE

WHERE STONE TOWER TEMPLE (UPSIDE-DOWN)

After you defeat the Eyegore, the chest containing the Giant's Mask will appear. Supersize yourself by wearing the mask in TwinMold's arena—the only place where you can don the disguise. It drains magic while you wear it, so use its power sparingly.







FIERCE DEITY'S MASK

WHO CHILD WEARING MAJORA'S MASK

WHERE THE MOON

The four children who run circles around the hilltop tree will ask you for masks when they let you enter and exit their personal dungeons. If you successfully complete all four moon dungeons, you will have spent all 20 of your Happy Masks (they won't accept the Deku, Goron and Zora Masks), and the four children will have vanished from the grassy playfield. Only the lonely Majora child who sits in the tree's shade will remain, and if you talk to him once all four kids are gone, he'll give you the Fierce Deity's Mask.





You must first surrender all 20 collectible Happy Masks to the Odolwa, Goht, Gyorg and TwinMold children and complete their four dungeons before the Majora child will give you his mask.





The Fierce Deity's Mask lets you inhabit the body of a dark and mighty warrior. You'll bulk up with devastating power, but you can unleash it only in boss rooms.



The Fierce Deity's Mask is the ultimate weapon to use against Majora. If you target the demon and press B, you'll be able to fire magical beams from your sword. Use the long-range attack to stay clear of Majora's lengthy tentacles.

PIECES OF HEART

Your health is measured in Heart Containers. Your life meter can beat with a total of 20 containers, and you begin the game with three. You'll earn one more container for each of the four dungeon bosses you slay. For the remaining 13 Heart Containers, you must assemble each one quarter by quarter. A Piece of Heart is one-fourth of a Heart Container, and the game contains 52 of the heart fragments. Use the following checklist to keep track of your progress.



☐ 1 CLOCK TOWER DECK

The very first Piece of Heart you can get in the game is the one that beats atop the clock tower deck. Once you've given the South Clock Town Deku Scrub a Moon's Tear, use his Deku Flower to fly to the piece.



☐ 2 NORTH CLOCK TOWN

As soon as you've earned the Deku Mask, you'll be able to explore Clock Town as Link. Jump across the pillars in North Clock Town to leap to the tree by the slide. Tangled in the branches is a Piece of Heart.



☐ 3 SWORDSMAN'S SCHOOL

Learn the way of the sword at the Mighty Training Center in West Clock Town. For 10 Rupees you can test your skills out on the Expert Course. If you slice and dice yourself a perfect score, you'll win a piece chop-chop.



☐ 4 POST OFFICE

Stop by the Post Office between 6:00 p.m. and midnight to play the timing game. You must hit A exactly 10 seconds after the game begins to win. If you wear the Bunny Hood, you'll be able to see the timer ticking down.



☐ 5 OUT OF THE INN TOILET

To flush out a heart from the toilet beneath the Stock Pot Inn's stairs, make a pit stop at midnight anyday. When the hand reaches out of the toilet in the hopes of finding toilet paper, offer it a letter or title deed.



☐ 6 CLOCK TOWN POSTBOX

When you wear the Postman's Hat, you'll be able to check the town's postboxes. The first one you check will contain a Piece of Heart. After that, you'll be able to find Rupees inside Clock Town's mailboxes.



☐ 7 ROSA SISTERS

On Day 1 and Day 2 between 6:00 p.m. and 6:00 a.m., the Rosa Sisters will practice their dance in West Clock Town's courtyard. Win their heart by wearing Kamaro's Mask and showing them your fancy footwork.



☐ 8 MAYOR DOTOUR

Wear the Couple's Mask and talk to Mayor Dotour at his East Clock Town residence when he's holding his meeting on Day 1 or 2 between 10:00 a.m. and 8:00 p.m. or Day 3 between 10:00 a.m. and 6:00 p.m.



9 KEATON QUIZ

The ghost fox, Keaton, hides among the jittery bushes that flee when you try to chop them down. Only three groves of runaway bushes grow throughout the land: in North Clock Town, on Milk Road and in the Mountain Village. By wearing the Keaton Mask and chopping all of the bushes before they escape, you'll summon Keaton. When the fox surfaces, it will ask you a random selection of the questions below. Use the cheat sheet to pass its test and earn its heart piece.







QUESTION	ANSWER
What time does Romani, the girl at the ranch, go to bed?	Eight
At what time does Romani, the ranch girl, wake up?	Six
How many balloons does Romani use during practice?	One
What weapon does Romani use in practice?	Bow
What is the name given to you by Romani?	Grasshopper
What is the name of the song that Romani teaches you?	Epona's Song
How many cow figurines are there in Clock Town?	Ten
How many cows are there at Romani Ranch?	Three
How many cuccos are in the barn at Romani Ranch?	One
Where does Cremia try to deliver her milk?	Milk Bar
How old is Tingle, the map salesman?	35
What are the magic words that Tingle created?	Kooloo-Limpah!
Is Tingle, the mapmaker, left-handed or right-handed?	Right-handed
What color of trunks does Tingle the mapmaker wear?	Red
What is the name of the festival held in Clock Town?	Carnival of Time
What is the name of the mayor of Clock Town?	Dotour
What is the name of the vintage milk at the Milk Bar?	Chateau Romani
What is the name of Clock Town's inn?	Stock Pot Inn
What bad habit does Anju, the innkeeper, have?	She's quick to apologize
What is Anju, the innkeeper, bad at doing?	Cooking
What is the name of Anju's father?	Tortus
Who is the leader of the Bombers gang?	Jim
Once it's completed, how tall will the festival tower be?	Four stories
How many mailboxes are there in Clock Town?	Five
What does the owner of the Bomb Shop call his mother?	Mommy
What is the name of the singer in The Indigo-Go's?	Lulu
How many members are there in The Indigo-Go's?	Five
Mikau is of which race?	Zora
Darmani is of which race?	Goron
What instrument does the Skull Kid play?	Flute

10 GRANDMA'S STORY 1

Visit Anju's grandmother on the first floor of the Stock Pot Inn on Day 1 or 2 between 6:00 a.m. and 6:00 p.m. Wear the All-Night Mask, listen to her tell the "Carnival of Time," then answer "On the eve of the carnival."



11 GRANDMA'S STORY 2

You can win a second Piece of Heart by staying awake through the grandmother's other story, "The Four Giants." When she finishes the tale and grills you on what you've just heard, answer "I dunno" to win the piece.



12 WEST CLOCK TOWN BANK

A Rupee saved is a Rupee earned, while 5,000 Rupees saved are one Piece of Heart earned. If you keep depositing Rupees until you have 5,000 in savings, the banker will give you a Piece of Heart as interest.



13 DEKU SCRUB PLAYGROUND

Drop into the fenced-off grotto by the Fairy's Fountain in North Clock Town to compete in the Deku Scrub Playground games. The object is to collect all of the Rupees by flying from platform to platform without ever landing on the ground. The setup changes daily, and if you can nail the best time three days in a row, you'll score a Piece of Heart.







As a Deku Scrub, dive into the Deku Flowers to navigate the moving platforms. Try to collect all the Rupees in record time three days in a row.

14 TREASURE CHEST SHOP

If you win the Treasure Chest Shop game as Darmani, your prize will be a Piece of Heart. Play between 6:00 a.m. and 10:00 p.m., and press and hold Z while navigating the maze for a better view of the labyrinth.



15 TOWN SHOOTING GALLERY

Set your sights on the Town Shooting Gallery's Piece of Heart by playing the Octorok sharp-shooting game. If you have a bow, you can play the game in East Clock Town between the hours of 6:00 a.m. and 10:00 p.m. The high score initially is 39 points, and if you score a perfect 50, you'll win a Piece of Heart.







If you blast all of the red Octoroks before the time expires, you'll earn a perfect score of 50. Avoid shooting blue Octoroks or you'll lose time.

16 HONEY & DARLING'S SHOP

At Honey & Darling's Shop, the dancing romantics will offer a new game to play each day. If you have a bow and a bomb bag, you'll be able to participate in their games, Bombchu Gallery (Day 1), Basket Bomb (Day 2) and Target Shooting (Day 3). If you turn out the high score three days in a row, the couple will give you a Piece of Heart.







Honey and Darling's games change every day. Fire arrows and launch bombs and Bombchu into targets to win their games.

17 DEKU SCRUB GROTTO

Aim the obervatory's telescope at the left side of the clock tower to spy a flying Deku Scrub. Watch him as he drops into the grotto that's in front of the observatory. Enter the hole to meet the Deku Scrub who'll offer to sell you a Piece of Heart for 150 Rupees. If you refuse, you can buy the piece at the bargain price of 100 Rupees.



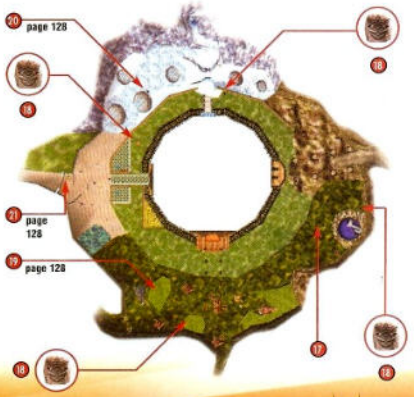


18 GIANT GOSSIP STONES

Drop into the four grottoes marked with an 18 on the map below. Whichever character you are, play his personal song (e.g., If you're the Deku Scrub, play the Sonata of Awakening or if you're Darmani, play the Goron Lullaby) in front of the giant Gossip Stone to change the big rock's color. Play the song you've chosen in all four grottoes.







☐ 19 PEA HAT GROTTO

Butterflies flutter near the grotto entrance that is covered in tall grass. Drop into the hidden hole to battle the Pea Hat. Target the weed's underside and fire arrows at it. When victory is yours, so, too, will be a heart piece.



☐ 20 DODONGO GROTTO

Enter the hole in north Termina Field and fight the Dodongos lurking in the grotto. Their tails are vulnerable, so slash them then quickly circle around the lizards before they can scorch you with their fiery breath.



☐ 21 BIO DEKU BABA GROTTO

Bomb the boulder near the entrance to Great Bay Coast to uncover a grotto. Inside, shoot down the beehive that houses the Piece of Heart, then defeat the Bio Deku Baba that stands in your way.







Blast your way into the grotto, then shoot the beehive. A Piece of Heart will fall out and into the water where a Bio Deku Baba lurks, so you must prune it to reach your prize safely.

☐ 22 ROAD TO THE SWAMP

Climb the vines on the towering tree that looms over the road leading to the Southern Swamp. A Piece of Heart and some bats await your arrival at the top of the giant tree's trunk.



☐ 23 SOUTHERN SWAMP

Once you have the Land Title Deed from Clock Town's Deku Scrub, you'll be able to participate in a trading sequence with the Scrubs who live in each of the four realms. By giving them the deed they need, you can use their Deku Flower to fly to a nearby heart piece.





Trade the Moon's Tear to South Clock Town's Deku Scrub. In return, you'll get the Land Title Deed. As Link, give the deed to the Scrub next to Southern Swamp's Tourist Information building. Use the Deku Flower he gives you to fly to the building's roof where you'll find a Piece of Heart.







☐ 24 GORON VILLAGE

As a Deku Scrub, trade the swamp Scrub's Swamp Title Deed to the Scrub living in Goron Village. Use his flower to fly to the overlooking ledge.



☐ 25 ZORA HALL

As Darmani, offer the Mountain Title Deed to the Scrub stationed in Lulu's dressing room. The flower you snag in the deal will get you to the deck.



☐ 26 IKANA CANYON

As Mikau, give the Ocean Title Deed to the Deku Scrub near Sakon's Hideout. Launch out of the flower to cross the chasm and reach the Piece of Heart.



27 TINGLE'S PICTOGRAPH

It turns out that the eccentric map seller, Tingle, isn't a fairy after all. He's really the son of the pictograph man at Southern Swamp's Tourist Information. If you bring the man a full body shot of either Tingle or the Deku King, you'll win a Piece of Heart.



28 DEKU PALACE GARDEN

A Piece of Heart sits in the western side of the Inner Palace Garden. Sneak past the guards (the cloaking effects of the Stone Mask will be especially helpful) to snatch up a prize that isn't your usual garden-variety item.



29 WOODFALL

When you enter Woodfall from the Southern Swamp, a Piece of Heart will be on an island to your left. Get there by traveling counterclockwise across the planks and Deku Flowers located along the rim of the bog.



30 BOAT CRUISE, PART 2

After you've defeated Odolwa in Woodfall Temple, the Southern Swamp's contaminated water will clear and Koume will change her boat cruise into a target shooting game. Hit the target at least 20 times to win.



31 SWAMP SHOOTING GALLERY

Shoot every target (don't forget the Scrub on the tree to the right and the one on the cliff to the left). Nab a perfect score—2,120 points before the time bonus is added—once to win a quiver upgrade. Do it again for the heart piece.



32 GORON POND IN SPRING

Springtime will arrive in the northern mountains after you've defeated Goht in Snowhead Temple. Once spring has thawed out the frozen streams of the Mountain Village, you'll be able to dive as a Zora to retrieve the sunken Piece of Heart.



33 DON GERO'S FROG CHOIR

When spring has arrived in the Mountain Village, don Don Gero's Mask in front of the frog at the local pond. Wear the mask in front of the four other frogs in the game to gather them together for a song.



When you show Don Gero's Mask to a frog after spring has arrived, it will migrate to the Mountain Village's pond. When all five frogs are there, listen to their song to win a heart piece.



Once you've defeated Goht, spring will arrive and the frogs will be able to gather at the pond. One frog will already be present as soon as the village thaws out.





The singing frogs will head to the Mountain Village's springtime pond if you talk to them while wearing Don Gero's Mask. Get hopping by showing off your getup to the frog by Clock Town's Laundry Pool.



Along the waterway leading to Deku Palace, you'll come across a frog that is awaiting the arrival of the frog chorus conductor, Don Gero. Show it your mask so it joins the other amphibians.



The two remaining frogs will appear after you've made certain dungeon enemies croak. In Woodfall Temple, the toady that rides the Snapper will transform into one of the singing frogs after you've won the battle. In Great Bay Temple, a frog will appear after you defeat the Wart.

34 SNOWHEAD'S SCARECROW

Teach the scarecrow at the Astral Observatory or Trading Post a song you've personally penned, then use the Lens of Truth to gaze at the mesa near the final jump leading to the blizzard-blowing Goron. Cross the platforms that appear, then play the Scarecrow's Song. When the strawman appears, hit it with your hookshot.



35 ZORA JAM SESSION

Mikau's dressing room in Zora Hall is right above Tijo's drum kit. Use your hookshot to reach the upper level, then read Mikau's diary to learn his new riffs. Enter Japas's room, then whip out your guitar. Japas will play the first half of the diary riffs shown below. Play the second half to complete the song. Change into anyone other than Mikau, then play both measures of the song to Evan.



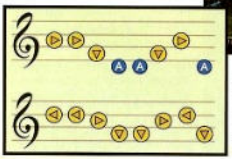
Use your hookshot to reach Mikau's diary in the loft above the drummer, Tijo. Written in the journal are the notes you'll need to play when you jam with bassist Japas.





Once you've hashed out the song with Japas, show off your handiwork to Evan. Enter his room as Mikau, then become Link, Darmani or the Deku Scrub and play all 16 notes of the song transcribed below.





Evan doesn't like to listen to the ideas of his bandmates, so you won't earn a Piece of Heart if you play both measures to him while you're decked out as Mikau.

36 LIKE LIKE

At the foot of the falls leading to the beaver brothers is a deep basin. At the bottom is a Like Like that has gulped up a Piece of Heart. From dry land, shoot arrows at the bottom feeder until you've deep-sixed it, then dive for the prize.



37 PIRATES' FORTRESS

The cage imprisoning the Piece of Heart in the Pirates' Fortress (near point 5 on page 71's map) will open if you trip the upstairs floor switch. As Darmani, break the barrels that block the switch, then activate it. The switch opens the door briefly, so put on the Bunny Hood and hightail it to the cage downstairs.





38 PINNACLE ROCK

At the Fisherman's Hut on Great Bay Coast, exchange a pictograph of a pirate for the sea horse. Put it in your bottle, then release it at the entrance to Pinnacle Rock. Defeat all the sea snakes in the lair and rescue the trapped sea horse.



39 OCEANSIDE SPIDER HOUSE

Stalchildren will think you're their leader, Captain Keeta, if you wear the Captain's Hat. In the Oceanside Spider House, the Stalchildren await their leader's arrival so they can reveal how to enter the building's fireplace where the heart piece lurks. Speak to each Stalchild in the house while wearing the hat to get a clue from them. Using your arrows, shoot the colored masks in the order you're told.





40 Marine Research Lab

Catch fish in bottles and feed them to the two large fish in the Marine Research Laboratory's aquarium. After four or five feedings, one of the fish will grow so large that it will eat the other fish. When it's done dining, you'll win a heart piece.



41 Great Bay Jumping Game

Once Gyorg is washed up, ride the boat that'll be docked on the shore just a tad north of the Marine Research Lab. Ride the boat to the fisherman's island, then use your hookshot to reel yourself over. Play the fisherman's game by jumping from the central island to whichever surrounding island has a lighted torch on it.





42 Beaver Race

Once you've outraced the beaver brothers at the waterfall rapids and have won their bottle, race them again to win a Piece of Heart. You'll win it if you finish the older brother's race in one minute and 50 seconds or less.



43 Great Bay Scarecrow

Swim to the shore near the Great Bay jumping game and fire your hookshot into the pillar on the cliffside. Plant magic beans in the soft soil, water them, then ride the flying plant to the neighboring ledge. Summon the scarecrow with the Scarecrow's Song to make the dummy appear across the gap. Use your hookshot to reach it.





44 Ikana Graveyard

At night, the Stalchildren come out to play in Ikana Graveyard. With the Captain's Hat, command them to dig up the graves so you can enter an underground lair. Use the Lens of Truth to navigate the cavern and a bomb to blast a wall. Past the rubble, battle the Iron Knuckle that defends a Piece of Heart.





45 Spirit House

In Ikana Canyon's Ghost Hut that overlooks the Music Box House, you can battle the four Poe sisters to win a Piece of Heart. As long as your life meter doesn't drop to three hearts and you defeat all four Poes before the time expires, you'll win the heart piece.







Meg, the final Poe sister, will surround you with three decoy ghosts. The real Meg is the one who twirls around, so target the spinning spirit, then exorcise the ghost by using arrows or your sword.

46 Ikana Castle Columns

Work your way to the roof of the Ancient Castle of Ikana. A crystal switch sits atop one of the tall columns flanking the castle. By shooting the switch, you'll extinguish the flames on the neighboring pillar. With the fire snuffed, you'll be able to use the Deku Flowers blooming on top of the columns to fly to the heart piece.





47 SECRET SHRINE

To reach the Piece of Heart in the Secret Shrine behind the waterfall, you must have the Light Arrow. Find the hidden area by heading east to Ikana Canyon. When you reach the Octorok dock, dive into the water and swim to the left. Enter the cave, then venture behind the waterfall. Fire a Light Arrow at the sun emblem to open the door, then defeat the enemies in each of the four rooms.











Swim upstream to find the Secret Shrine. You won't be able to enter the area unless you have the Light Arrow.



To win the Piece of Heart, you must defeat the four rooms' enemies: the Dinofols, Wizrobe, Wart and Garo Master.

48 DOG RACE 500

The Doggy Racetrack at Romani Ranch operates from 6:00 a.m. to 8:00 p.m. You can participate only as Link, and if you rake in at least 150 Rupees in winnings, you'll win a Piece of Heart. To figure out which dog is a safe bet, pick up a pup, then read its thoughts with the Mask of Truth. The fastest dogs are the ones that begin their thoughts with "Ruff!" (not "Rrr-Ruff!" or "Hoo-Whine").





49 MOON DUNGEONS: DEKU

Each of the four moon dungeons contains one Piece of Heart. In the Deku Dungeon, the Piece of Heart beats in the far-right corner. Fly to the ledge, then use the yellow Deku Flower to fly back to the propeller.



50 GORON

In the Goron Dungeon, roll at full speed across the narrow paths and ramps until you reach the rear-left corner.



51 ZORA

To navigate the forks in the waterway and reach the Piece of Heart in the Zora Dungeon, swim left, left, right then left.



52 LINK

After battling through the three enemies and uncovering switches with Bombchu, you'll reach the Piece of Heart.



HEART CHART

The more Heart Containers you have, the more resistant Link will be to damage. Surviving is important in your three-day ordeal, so it's always a good idea to find as many Pieces of Heart as you can before you enter a dungeon. Believe it or not, you can find 20 Pieces of Heart before setting foot in the first dungeon. The chart below shows which pieces you're able to get before you reach each dungeon.

BEFORE REACHING...	PIECE OF HEART
WOODFALL TEMPLE	1 2 3 4 5 6 7 8 12 15 17 18 19 20 22 23 27 28 29 48
SNOWHEAD TEMPLE	14 15 16 24 30 31
GREAT BAY TEMPLE	8 10 11 21 25 26 32 34 35 36 37 38 39 40 42 43 44
STONE TOWER TEMPLE	39 41 45 46
MAJORA	47 49 50 51 52

BOTTLES & UPGRADES

For such a small boy, Link is able to lug around quite a sizable inventory of items. And they're not all weapons, either. Some of Link's most important things are his storage supplies—bottles, wallets, quivers and bomb bags. Finding the scarce containers for your special items, valuables and ammunition can be almost as troublesome as stopping a falling moon—but the payoff of maxing out your carrying capacity will prove well worth the epic struggle.



THE SIX BOTTLES

Link can find a half dozen bottles on his adventure, and having all six will come in handy. Keep your bottles filled with health-replenishing pick-me-ups like potions, milk and fairies when you're not using the containers to transport precious things like the Deku Princess or Zora Eggs. And when possible, keep a bottled fairy by your side. If your life meter runs out, the fairy will automatically spring into action and replenish 10 of your hearts.





1 KOTAKE

The first bottle you can earn is from Kotake at the Southern Swamp's Potion Shop. Once you've located the hag's missing sister in the nearby Woods of Mystery, visit Kotake who'll give you a bottle of Red Potion.



2 GORON RACE

Once you've defeated Goht in Snowhead Temple, the Goron races will get underway. Compete at the Goron Racetrack and place first to score a bottle brimming with gold dust.



3 ROMANI'S MILK

Go ghost-busting at Romani Ranch at 2:30 a.m. on Day 1. If you can stop the incoming alien ghosts from reaching the barn, Romani will reward you with a bottle of milk.



4 BEAVER RACE

At the western ocean, you'll need to collect Zora Eggs in bottles, so you might want to win the bottle that the area's beavers will give you. It'll be yours if you finish their two-part Waterfall Rapids race within the time limit.



5 DAMPÉ

On Day 3 after 6:00 p.m., wear the Captain's Hat and order the Stalchildren in Ikana Graveyard to dig up the grave. Enter the hole, remove your mask, then guide Dampé around so he digs up all of the mounds. Defeat the Poe that will appear to win the bottle.



6 MADAME AROMA

On Day 3, deliver Kafei's express mail to his mother, Madame Aroma, who'll be at the Milk Bar after 6:00 p.m. She'll give you a bottle filled with Chateau Romani, a vintage drink that will strengthen your magic so that it will never run out unless you warp back in time.

UPGRADES

At first, Link is able to carry up to only 99 Rupees. And he's able to carry up to only 30 arrows and 20 bombs once he's found the bow and bought a bomb bag, respectively. To carry more Rupees and ammo, Link must earn upgrades for his inventory.

WALLET

Deposit 200 Rupees at the West Clock Town bank to earn the Adult Wallet from the banker. The wallet increases your carrying capacity to 200 Rupees. To carry up to 500 Rupees, complete the Oceanside Spider House on Day 1.

QUIVER

The Town and Swamp Shooting Galleries will reward you with the next best quiver if you break a record and nail a perfect score. The first step up is the large quiver that holds 40 arrows. The largest quiver is the best—it holds up to 50.

BOMB BAG

To carry up to 20 bombs and 20 Bombchu, buy the Bomb Shop's bomb bag. If you stop Sakon from robbing the Bomb Shop lady on Day 1 at 12:30 a.m., you'll be able to buy the big bomb bag from her store. If you're a Goron, the Deku Scrub in Goron Village will give you the biggest bomb bag for your big bomb bag and 200 Rupees.

Majora's Mysteries

The parallel world that Clock Town sits in the middle of is filled with mysteries and secrets. Everything in the world is constantly on the go, and, depending on the time of day, the mask you wear, the song you play or the item you use, you might be able to encounter a unique situation or elicit a strange reaction. Experiment by using each mask, song and item in different situations. The secret scenarios you uncover in the moon-fearing world may turn out to be as strange or funny as the following collection of tricks.

Hidden in the Hideout

If you're short on change, enter the Bombers' Hideout to find 100 Rupees. Hang a left once you reach the flooded trench, then follow the corridor. Swim close to the left wall so you can avoid the Skulltula that will descend upon you when you approach the iron bars at the end of the corridor. Dry off in the alcove on the left, then bomb the cracked wall. Behind it, you'll find a Silver Rupee.





Captain Keeta?!?

Captain Keeta—the giant skull captain in Ikana Graveyard—once served under the Ikana King, Igos du Ikana. Trick the king into thinking he's seeing a child-sized version of the commander by wearing the Captain's Hat during your bone-rattling battle with the skeletal Stalfos knights and Igos himself. When the king sees you up close, he'll give you a shocked and silly reaction.





Into Cremia's Arms

After you've protected Cremia's shipment of milk from the nighttime bandits, she'll reward you and, maybe, give you a big hug. Link enjoys the warm embrace a lot, which happens on a random basis.



Sign Repair

When wood glue won't do the trick, try playing the Song of Healing. The soothing melody not only heals troubled souls, it fixes broken signs. If you've chopped up a sign, the song will put it back together.



Scared of the Dark

When all hope seems lost, the sword master will seek shelter from the falling moon. Visit his Mighty Training Center in West Clock Town after midnight on Day 3. Break through the wooden panel in the back of the facility to find the dueling doomsayer.



Gossip Rocket

To transform a rock into a rocket, place a bomb by a Gossip Stone. Your bomb's blast will initiate the launch sequence. After a color-coordinated countdown, the Gossip Stone will have liftoff and launch into space.



SHOOTING FOR RUPEES

Set your sights on various objects like the bull's-eyes outside of Honey & Darling's Shop or the lanterns in the Ikana Graveyard. By hitting them with an arrow or your hookshot, you'll hit the jackpot as Rupees pour out of your targets.





DAMPÉ'S BAT BATTLE

Dampé avoids wandering through the graveyard at night since that's when Ikana's monster population rises up. He's not very fond of visiting it during the day, either—it's all the bats that bug him. If you exterminate them all, the grave digger will give you 30 Rupees.





SONG OF STORMS

If you don't have a bottle of water handy, play the Song of Storms. The song brings rain, and you can use the downpour it delivers to water any magic beans you've planted. If you play the Song of Storms so that it rains on a Gossip Stone, a health-replenishing fairy will fly out of the rock to check out the change of weather.







Play the Song of Storms in front of a Gossip Stone. By making it rain on the rock, you'll flush out a fairy.

LIGHT ARROW EARNINGS

Sometimes, the weapon you use against an enemy will determine what it leaves behind in defeat. To cash in on your victories against Ikana Canyon's Blue Bubbles and Great Bay Coast's Like Likes, sink your Light Arrows into them. With each defeat, you'll win a Purple Rupee worth 50 Rupees.





SMELLY BOXER SHORTS

Wear the Mask of Scents, then use its heightened sense of smell to sniff out the mushroom on the second floor of the Stock Pot Inn. If you take a whiff of the boxer shorts on Gorman's bed, you'll find the fungus.



SCARECROW AND KAMARO

The music-loving scarecrow loves to dance. Kamaro, the ghost dancer, wants the world to learn his moves, and they'll at least move a strawman to grooving. Get the scarecrow shaking and shimmying by showing it Kamaro's Mask.



EAVESDROPPING ON ANJU

On Day 1 between 1:50 p.m. and 4:10 p.m., talk to Anju at the Stock Pot Inn to get the room key. The upstairs room she checks you into neighbors her bedroom, and the deteriorating walls make it easy to hear what goes on in there. To hear her conversation with her mother, check the crack in your room's wall at 9:30 p.m. on Day 2.



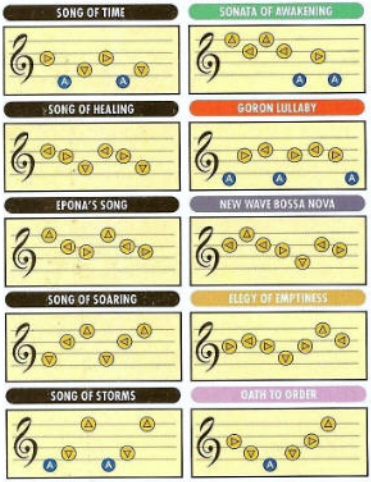


OCARINA MUSIC

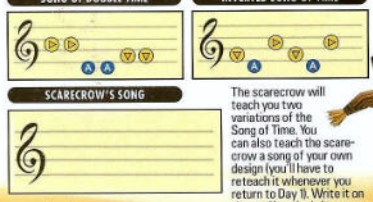
Music makes the world go round, and in Link's case, it makes the days go round and round and... As Link relives his three-day odyssey over and over, he'll eventually fill his Quest Menu with 10 melodies, plus three unlisted songs he'll develop with the scarecrow. Each song serves a purpose: Black label songs are effective almost anywhere, while the other tunes are practical, for the most part, in only one realm of the game's world. And you can play songs just for fun, too. Compose your own melodies by learning the ocarina's notes.



OCARINA MELODIES



SONGS FROM THE SCARECROW

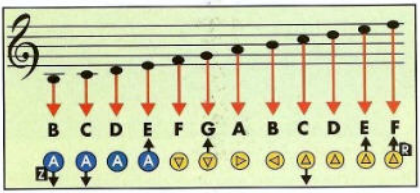


The scarecrow will teach you two variations of the Song of Time. You can also teach the scarecrow a song of your own design (you'll have to reteach it whenever you return to Day 1). Write it on the staff to the left.



PERFECT HARMONY

The measure below charts out the ocarina's one-and-a-half octave range of notes. To play the notes shown on the staff, press the corresponding A or C Button. The black arrows indicate the direction you should press the Control Stick while pressing the button. In the case of the low B, you must press A and Z simultaneously while pressing the Control Stick Down. To play the high F, press top C and R simultaneously while pressing the Control Stick Up.





R SHARP

To change the tone of a note so that it's one half step higher in pitch, press and hold the R Button while playing the note.

If you press the Control Stick Up while playing a note, you'll raise its pitch one full step so you'll be playing the next higher note on the scale.

Sideways movement of the Control Stick adds vibrato. While playing a note, press the Control Stick Left or Right to use the tremolo effect.

If you press the Control Stick Down while playing a note, you'll lower its pitch one full step so you'll be playing the next lower note on the scale.

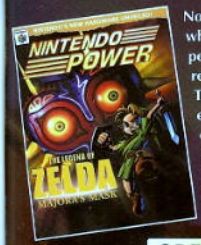
Z FLAT

To change the tone of a note so that it's one half step lower in pitch, press and hold the Z Button while playing the note.

Don't Run out of Time!



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